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ISSUE 15 JAN 1993

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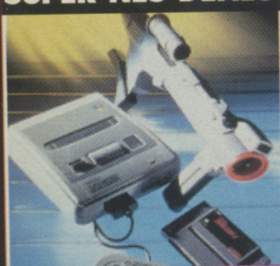

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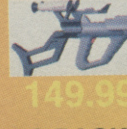

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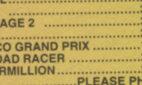

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HAND-HELD GO! VIDEO GAMES

Merry Christmas! It's that time of the year and yet again GO!'s first off the mark, bringing you a scorching Review of the hottest Game Boy cart yet - Marioland 2! This time he's up against his evil opposite, Wario and you can find out exactly what happens on page 12 - could this be the greatest Game Boy title ever?

It's turned out to be a bumper month all round, with Game Gear owners being treated to the spectacular Super Off-Road, Lynx owners facing the terror of Count Dracula and Game Boy owners tackling the Bydo Empire in the awesome R-Type 2. Why GO! anywhere else when you can catch all the important news and reviews right here - and for free? See you next year!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 15 JAN

6 TAZMANIA

The whirling dervish of the Looney Tunes line-up makes his Game Gear debut! Help Taz track down giant eggs while scoffing and splattering everything unlucky enough to get in his way. Can it match the Megadrive version? Check out the exclusive Go! review now!

10 R-TYPE 2

The evil Bydo Empire has risen once again, this time on the Game Boy! Steer your awesome R-9 fighter through their legions and help restore the galaxy to normal. Hurrah!

12 DRACULA - THE UNDEAD

Drac puts the bite on your Lynx in the portable's first adventure game! The vampire is preparing to travel to England, where he's heard there's a plentiful supply of food. Only you can stop him, so dig out the garlic and head for the Exclsuive Review.

14 SUPER MARIOLAND 2

Mario rockets back on to the Game Boy to face the evil Wario! Only by collecting the six golden coins can the intrepid plumber gain access to Wario's castle and deal with his nemesis once and for all!

18 GB KID

The slap-headed kid neolithic kid has arrived on Game Boy and you're in the right place to check out the Exclusive GO! Review! So grab your loin cloth, sharpen your axe and get going!

20 SUPER OFF ROAD

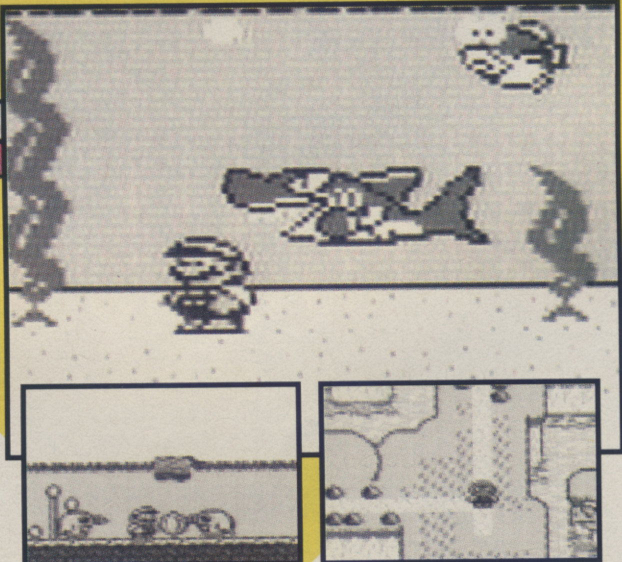
Take to the hot-seat of a monster truck and challenge some of the toughest off-road tracks your Game Gear can throw at you. There's only one place to check it out - GO!

23 MAX

Suit up in the latest piece of hi-tech armour and take on hordes of robots, aliens and trained attack rabbits. You can find out what all this malarky is about only in GO!

24 KIRBY'S DREAMLAND

An evil king has stolen the twinkle stars and it's up to you as role-poly Kirby to get them back. The whole of the dream land is depending on you - so get into the latest creation from the designer of Super Mario Bros!



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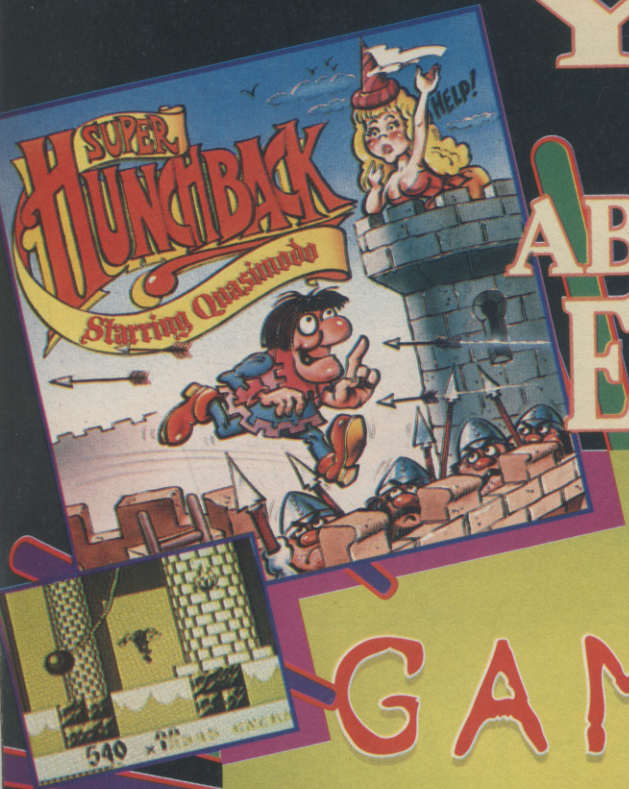
SUPER HUNCHBACK
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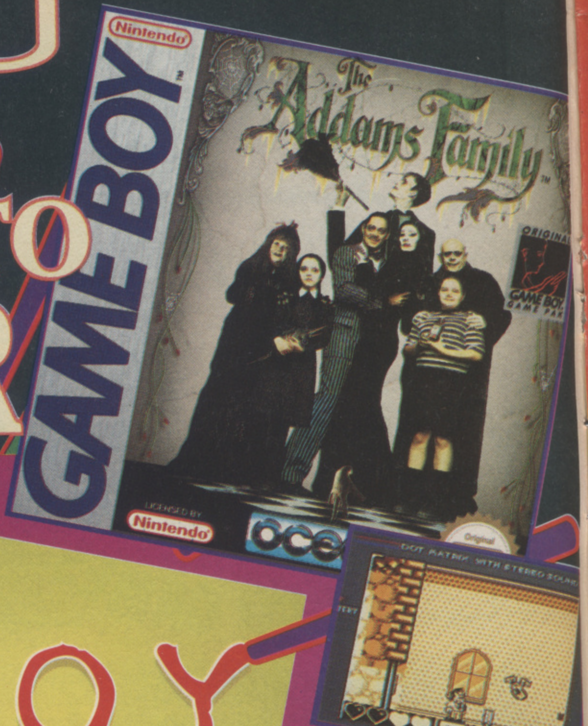
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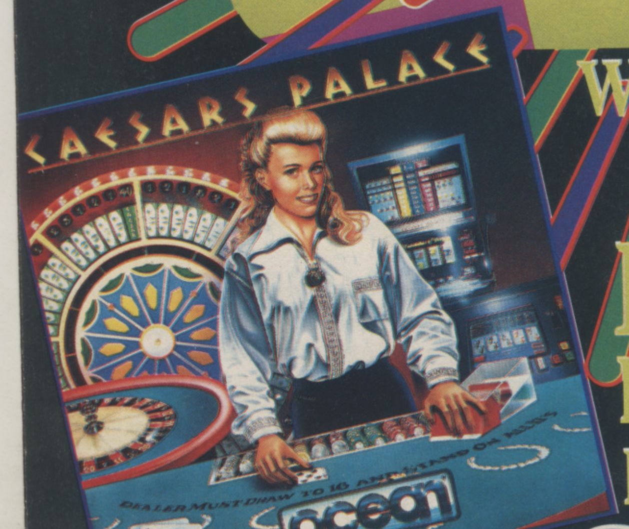
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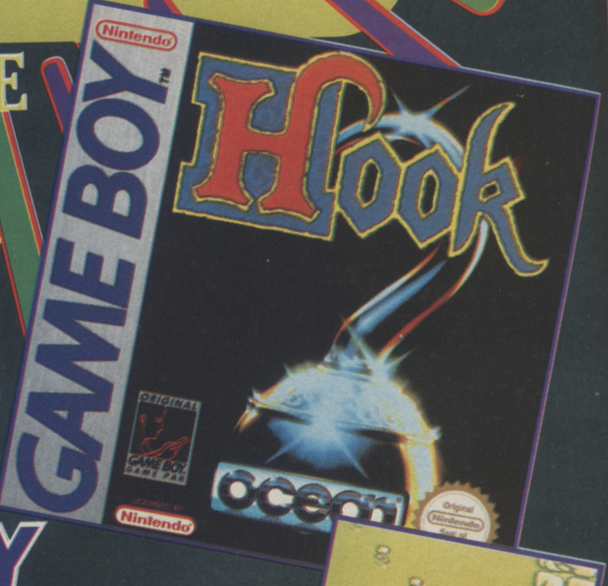
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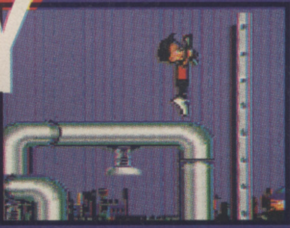
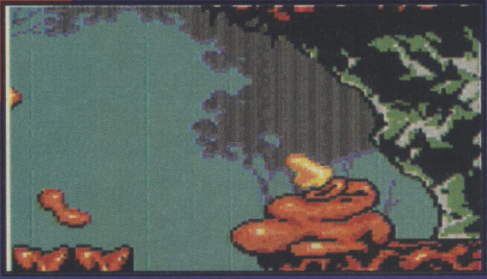
news

BOY'S IN A HOOD

The flood of Game Boy accessories never seems to stop! The latest add-on to appear on the shelves is the Joyplus Carry Case. This little beauty wraps around your Game Boy like a second skin, completely smothering the little feller in resilient, sturdy plastic. Even the screen is protected by a flip -up plastic flap, so you don't have to keep removing the casing when you want a game. The buttons and pad also stick through the hull and the result is a none-too-unpleasing sight. Sounds like a good 'un to us; if you're interested in getting your mitts on this smart little piece of kit, you should get in touch with the various mail order boys advertising in this very issue!

A VISIT TO MCDONALDS MAKES YOUR DAY



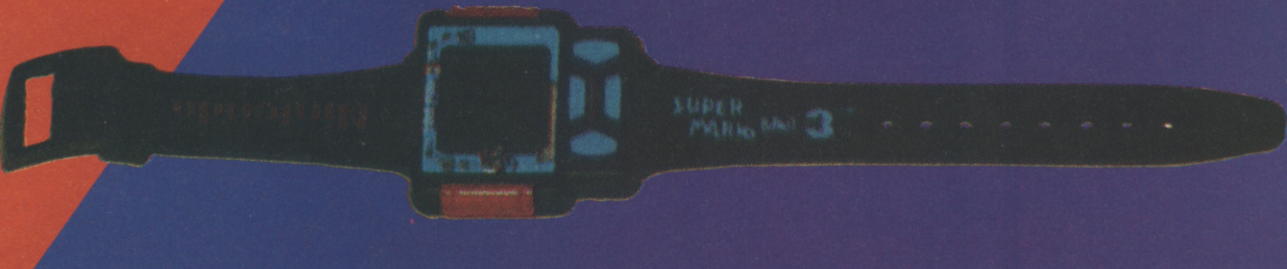


Did you happen to see the stunning Megadrive Preview of Virgin's Mick and Mack - Global Gladiators last ish? Looks good, doesn't it. So good, in fact, that Branson's lads have decided that the game is too good to allow only 16-bit boys to enjoy - so they're putting it out on Game Gear too! The plot is the same as that on the big Sega; the world is full of trash and the boys have got to clean it up! From they VERY early version we've seen, Virgin look as though they're going to do as good a job on the GG version as they're doing on Megadrive - and, as you can see by the 16-bit screenshot here, that's not a bad thing at all. We can hardly wait!

PUMP IT UP!

The awesome Game Boy Turbo Charger battery pack is finally coming to the UK! It's been available in France for quite a while now, but should be obtainable through importers here too. The battery pack will give you 12 continuous hours of play for a mere two hours charging time! In addition, it can be plugged into a car cigarette lighter and is compatible with the Game Gear and Supervision systems too. Should save you a veritable fortune on the old Ever Readies!

PLUMBIN' POWER

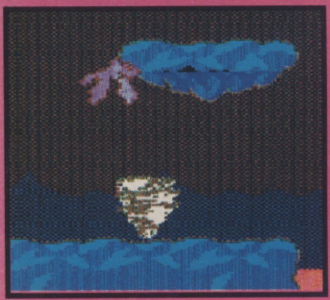


The long awaited Super Mario 2 has been pipped to the release post by it's sequel! But don't clear your cartridge slot just yet - Mario 3 is a playable LCD game-watch! Obviously, it's not as complex as the Game Boy versions but a fair attempt has been made to capture the classic character's style and personality on the tiny screen. What else would you expect from Nintendo?

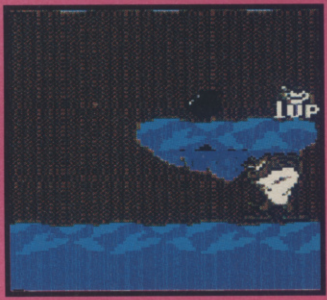
TAZ-M

GUMPH! GREAT GRAPHICS

The most impressive aspect of Game Gear Taz is the unbelievable cartoon quality of the graphics. Everyone mocked the idea of Taz on the Game Gear - but just see for yourself. The animation is nice and smooth, sprites are extremely impressive and the colourful backdrops are so Loony Tunes it's unreal!



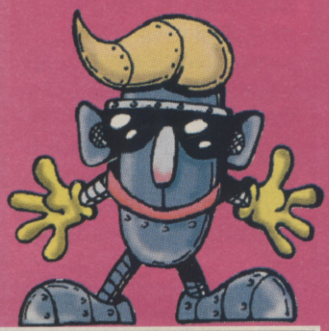
Taz chucks a bit of a wobbler in some grub.



Ooh now that could come in useful.

TAZ ON THE TELLY

If you've never heard of Taz then you must be a bit of a sad man; he's the most famous Tasmanian Devil around, making his first appearance in Bugs Bunny cartoons in the Fifties and leaping to fame in his own right in a cartoon show also called Taz-Mania, which is currently shown on Saturday morning telly. What a boy, eh?



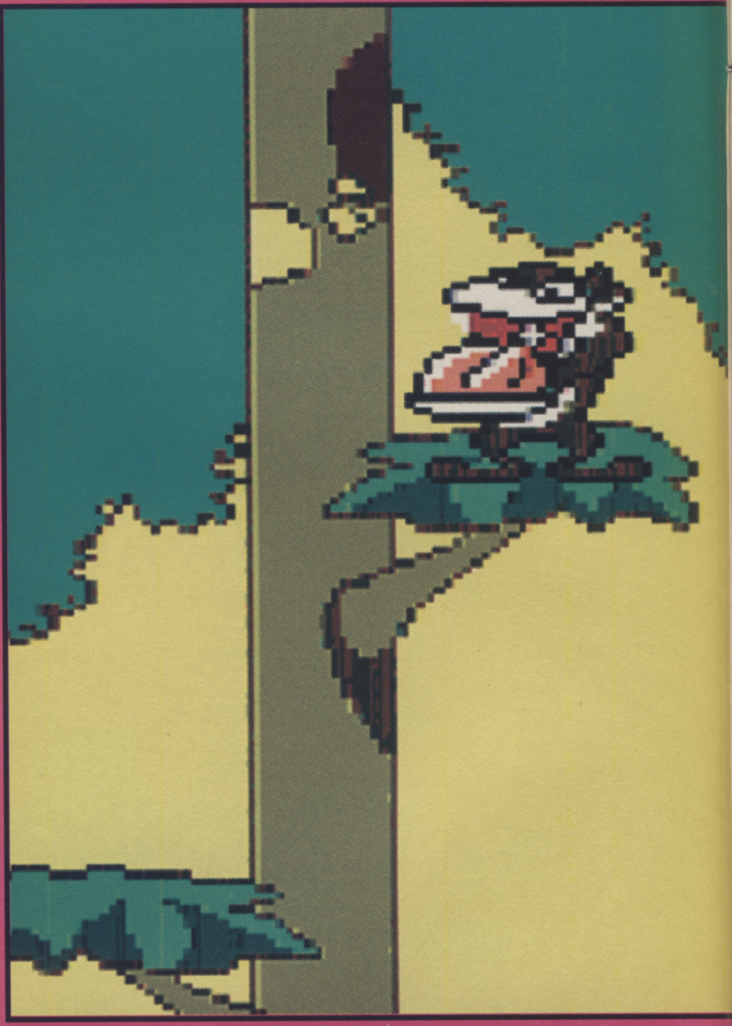
> **“For pure graphical excellence, Taz-Mania beats practically every other GG cart hands down - only Sonic can compete with it. It is, however, a touch too easy, which means it'll probably appeal more to younger gamers. Give it a try before you buy.”**
>
> ***PAUL RAND***

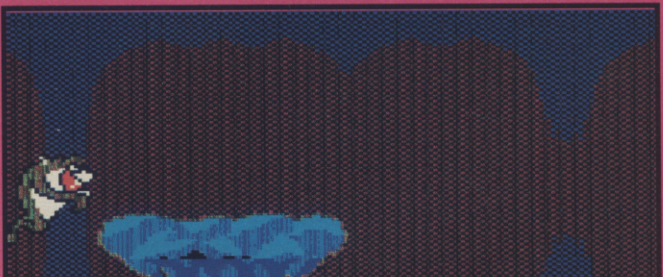
SPEED DEMON

Our lad Taz is somewhat lacking in the weapons department, but that doesn't mean to say he's vulnerable to all and sundry - his best defense is his ultra-nippy spinning attack. Hold down the fire button and you'll send Taz whirling into a manic spin across the platform. You will be invincible for the duration of the attack, but be careful 'cos it can sometimes spin you right into trouble - or even off the edge of the cliff top!

SPRINGBOARD TO FAME

Although the hero of the piece can spin, run and eat absolutely anything in sight, he's only a little chap and so sometimes he needs the aid of one of the many springboards that can be found around the many levels. These enable Taz to reach the higher portions of each of the stages, which can reveal stacks of extra lives and other such goodies.



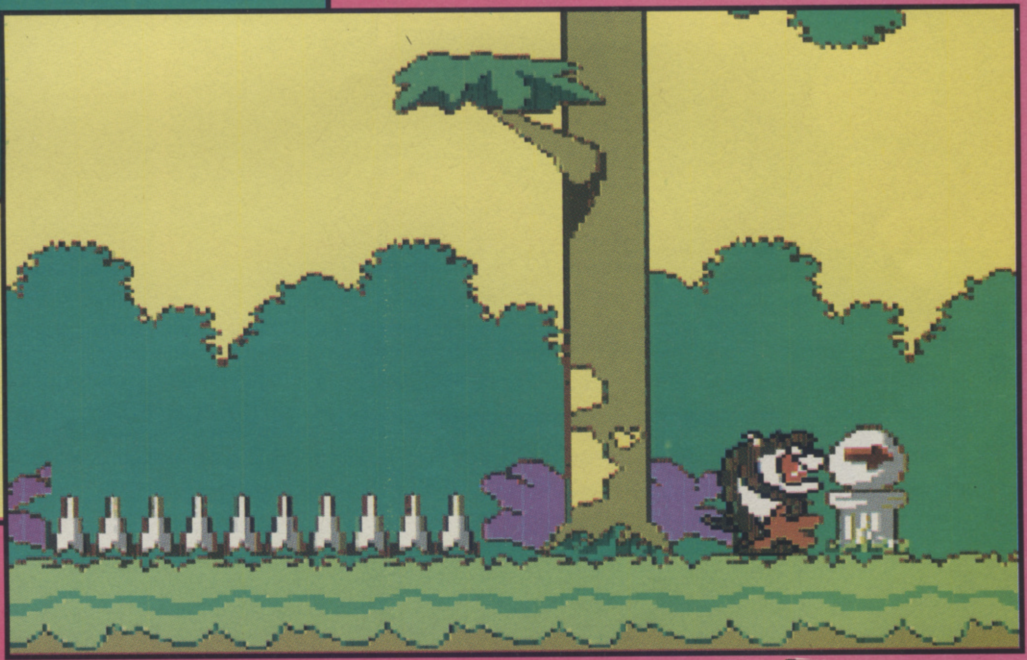


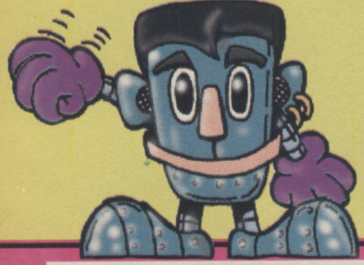
Taz practices his special scary look in an attempt to ward off the evil chipmunk thing of doom.

ANIA

Tasmanian Devils have an enormous appetite and have often been known to eat their way through house and home, but ever since young Taz discovered the legend of the Lost Valley which contains hundreds of rare and undiscovered birds, but most importantly of all a big bird that lays eggs large enough to feed an entire family for weeks, the mad mammal has taken to exploration. Grab your Gear and guide Taz through the land of Tasmania in a game that's already received rave reviews in its Megadrive and Master System incarnations. Does the GG complete the trio?

GAME GEAR- £29.99





> Taz on the Game Gear is a hand-held wonder - well, graphically anyway. As great as the game looks it's just a touch too easy to be called great. But don't be put off - it's still a very good buy, even if it's only to show off what the machine can do.
>
> ***PAUL ANGLIN***

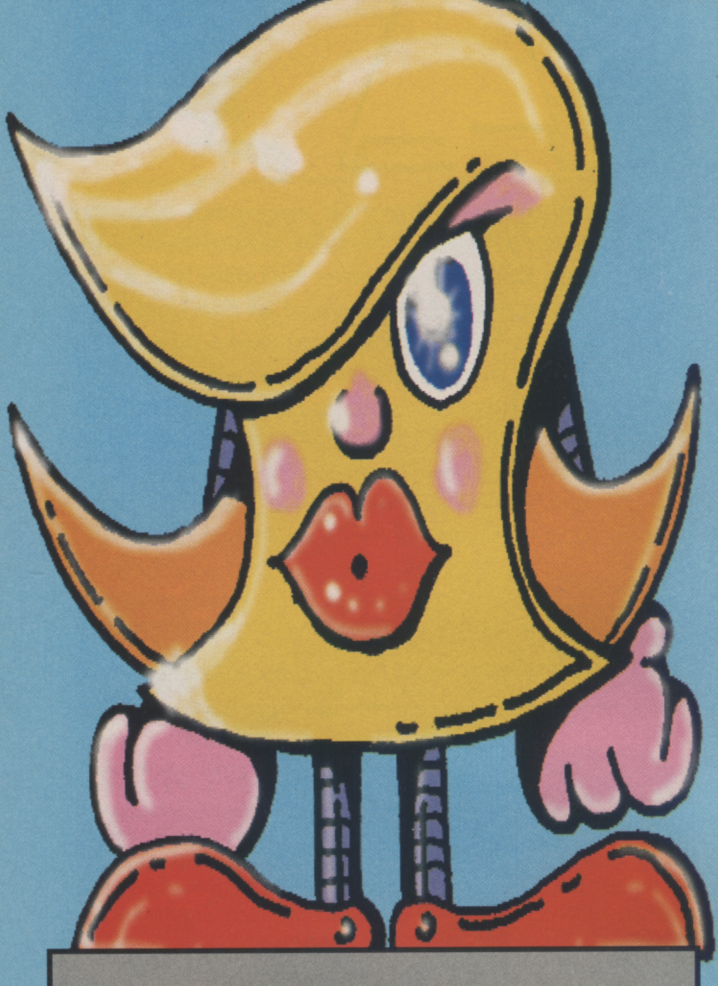
BLAST THOSE BOMBS

As we already know, Taz has a real appetite for grub and anything else he can get his paws on. However, the young lad tends to munch first and ask questions later, which can be a bit of a hazardous occupation considering that there are bombs left lying around the scenery! Unless you manage to stop him in time, Taz will stuff one of these down his bottomless throat - bye bye, energy bar!

9 LOOK	8 SOUND
7 FEEL	7 VALUE

77
OVERALL

MAILBAG



It's that GO! Mailbag time again, the time to air your views on anything and everything hand-held. Another fair sprinkling of witty and informative letters have flowed in this month, to tantalise the senses and stimulate the brain - and we've had a smattering of well-smart piccies too! If you have anything to say about the topsy-turvey world of the portable, jot it down and stick it in an envolope addressed to: FREDDY STARR ATE MY GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

QUESTIONS, QUESTIONS, QUESTIONS

Dear **GO!**,

I've been reading CVG for about three years now and have seen some truly brilliant giveaways in your pages, but GO! has to be the best of the lot! I mean, giving away free booklets is one thing, but a totally free mag is outrageous! Anyway, on to the more important bit the questions:

1) Will Final Fight appear on the Lynx 'cos it'd be great?
2) Will Atari be bringing out a Lynx 3?
3) Is Ramparts any good on the Lynx?
4) Will there be a TV tuner for the Lynx?

Philip Moores, West Mersey.

1) I think not.
2) I'm not even going to answer that.
3) Yes, it's great.
4) See 1.

WIBBLE WIBBLE

Dear **GO!**,

After seeing GO! start off as a pretty good freebie and grow to what is easily the best hand held-mag on the shelves, I feel I have to ask a couple of questions. Firstly how the hell do you do it? More importantly why doesn't GO! become a standalone mag; I mean, there are enough sad hand-held mags out there and GO! could easily blow them away - and with the inherited readership of CVG could become even better. It could sell for around £1.75 and people would still snap it up - after all,that Lord EMAP fellow must be getting fed up with you guys spending his cash.

Christopher Heart, Dundee.

What? Charge you cash for GO! What do you think we are - sane? Why on earth do you want to fork out £1.75, when we give you the best hand-held mag there is for nothing?

WHERE IS IT NOW

Dear **GO!**,

Whatever happened to the Gamate? Has the idea been dropped? It would be a real shame 'cos it looked a really good machine. The graphics seemed to match that of the Game Boy's and it wasn't very big - I'm sure it would have done really well, given the chance. Mind you, why Sega bothered with that hand-held Sonic thing I don't know.

Carrie Roans, Chelmsford.

Oh dear. The Gamate was given the chance. Unfortunately, no-one wanted to know - least of all games producers - so it died a death. And to answer your second rant, the hand-held Sonic thing isn't by Sega. Grandstand are the folks you want to look at for that.

GIVE US THE GT, NEC

Dear **GO!**,

I'm writing to ask you a very serious question - why has the PC Engine GT never been officially released in Britain? I have seen reviews of it and recently popped into a mail order shop to look at it and it seems to be a hand-held owners dream. It's a bit large, but the graphics are the best ever and being able to use PC Engine games in it means that there are loads of games already. Some people think that the graphics blur but I can tell you they don't, and what's more, those people probably own something sad like the Lynx. Come on NEC - give us what we want.

Jordan Hewe, Mile End, London.

There's a simple reason why you can't get your hands on this incredible machine officially. Like its big brother, the PC Engine, NEC just haven't bothered to bring it over here themselves, which *is why we have to fork out £250 for foreign GTs - and the TV Tuner doesn't work in the UK either. Thanks guys.*

GIVE ME CASH

Dear **GO!**,

I've had a great idea for your magazine. Why don't you give away £100, like that Yob person in CVG. It'd be a great idea 'cos I'm really strapped for cash this week.

Ian Turner, Great Baddow.

Why not stop writing useless letters to us and do something to get the dosh yourself?

WHERE HAVE ALL THE SADDIES GONE?

Dear **GO!**,

I've noticed a great change in the pages of your mag recently. Not once in about three issues have I seen a letter regarding the 'my hand-held's better than yours' argument. Have all these people finally woken up and started to enjoy the machines they own? Or have they just got bored with it for a while?

Matt Collins, Rochdale.

We still get loads of sad letters such as those you mention, but we just refuse to print them because they obviously come from people who don't know the time of day. So if you're thinking of slagging off any hand-held in a letter, don't - you're wasting a perfectly good first-class stamp.

HAND-HELDS ARE GREAT, SAYS LYNX OWNER

Dear **GO!**,

I think your mag is the best! I am getting an Atari Lynx II because I've played on my friends and I think it's brill. I'm not going to argue saying the Lynx is the best machine and the others are rubbish, because the hand-held they want is best for them. Anyway, could you answer a few questions for me please?

1) Are there any plans for Zool on the Lynx?
2) When will the convertor to play Game Gear games on the Lynx and vice versa be released?
3) How about reviewing Stun Runner on the Lynx?

Paul Beare, Blackburn.

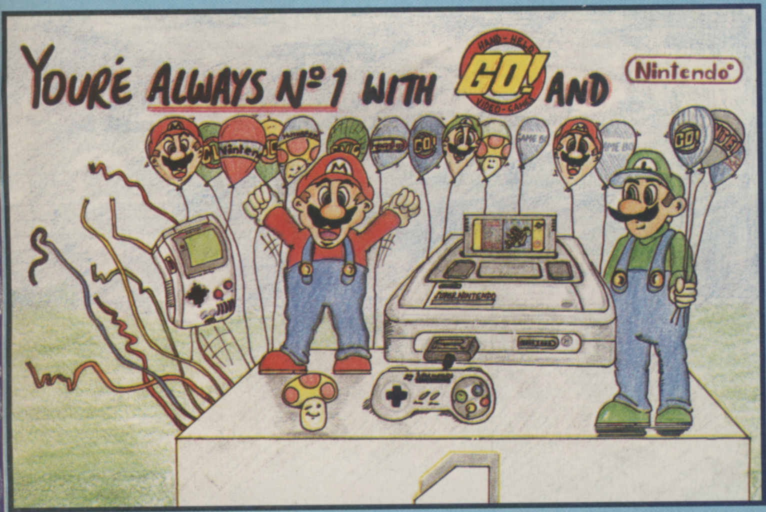
1) Not that I know of.
2) Not long I shouldn't think.
3) It's quite old now, so no. We will tell you, however, that it's a fairly good convert of a rather limited coin-op - try before you buy.

PORTABLE POSERS

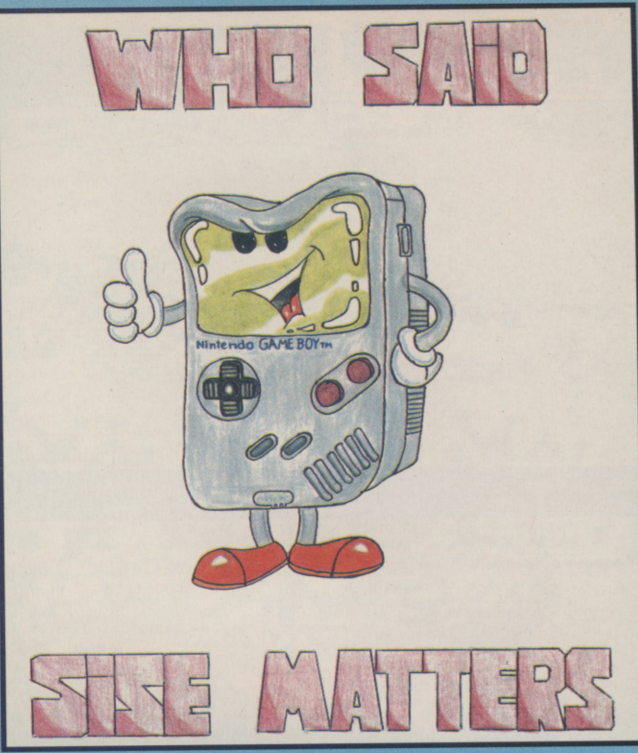
Dear **GO!**,

I have some questions for you:
1) Will there be a colour Game Boy?
2) How do hand-held carts get programmed?
3) How many hand-helds are there?
4) Will GO! always be free?
5) Personally which hand held do you think is the best?

Jennifer Dunnet, Scotland.


YOURÉ ALWAYS Nº 1 WITH GO! AND Nintendo®
GO!
SUPER NINTENDO

Mario and Luigi join in the festive celebrations. Great pic - don't know who it's from though!



Aron White from Grenwich London presented us with this masterpiece. Good eh?

1) Yes.
2) Much the same as normal carts only by a smaller chappie.
3) Six at the last count.
4) Until the doc prescribes the right pills.
5) I asked the boys and they said:
Mark: Game Boy
Paul: Game Gear
Anglin: PC Engine GT
Steve: Lynx

I WANT GT GEN

Dear **GO!**,

A few quezzies for you:
1) Can you buy the PC Engine GT in America?
2) How much does it cost?
3) Is the GT going to be officially released in Britain?
4) When?
5) What countries does the GT TV tuner work in?
6) I don't suppose there's any remote possibility of you reviewing Archimedes games.
Thanks

Chippy Light, Farnahm, Surrey.

P.S On the cover of GO! why don't you put this slogan- "For games and hand helds you know where to GO!"

1) Yes - it's called the Turbo Express in the States.
2) About $180.
3) Doesn't look like it, unfortunately.
4) Doh!
5) America if you buy a Turbo Express, Japan if it's a GT you own.
6) Are you trying to be funny?
We won't use that slogan because Comet wouldn't like us ripping off the one they use!

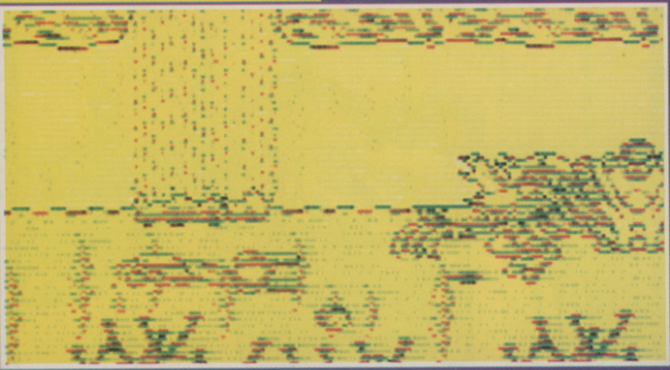
CART IN THE ACT

Dear **GO!**,

I own a Game Boy which I brought for £69. I have a friend who also owns a Game Boy, which he brought in Spain for £20. He also brought a cartridge with twelve games on it for £8. All the games are good ones like Spiderman, Gremlins 2, Bubble Bobble, Marioland etc. How come you can't get such cartridges like that over here?

Colin Roberts, Gwynedd, North Wales.

Because that cart is highly illegal! They come from Far-East pirates who shove loads of games on one cartridge - and if you're caught with one in your possession, you'll probably be grabbed by the naughty bits and hung out to dry.



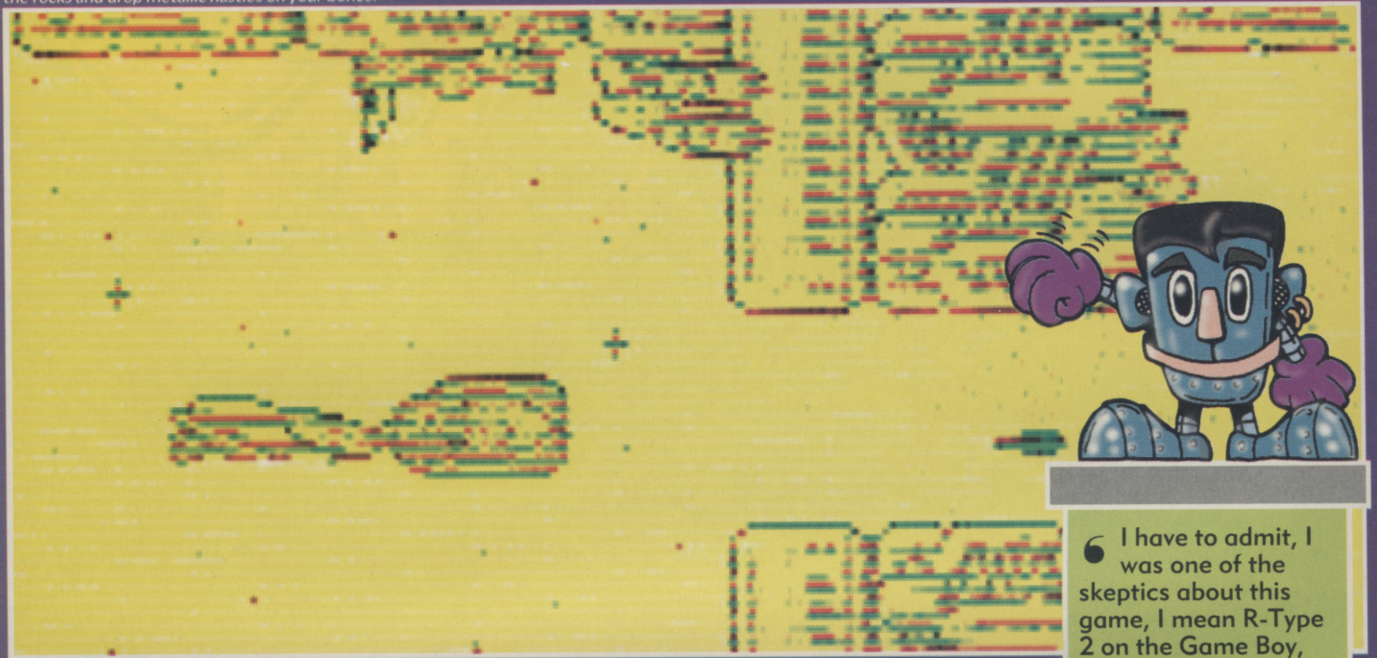
It's not just the aliens you'll have to avoid, water hazards such as this fall push you into the rocks and drop metallic nasties on your bonce!

DAMAGE IN DEGREES

What's unique about R-Type's game-play is that by holding down the fire button you can charge up various weapons. Let go mid charge and you'll get a variety of different sized pulse lasers, release it on full charge and the gun lets forth a deluge of bombs that spread across the screen destroying everything in their path.

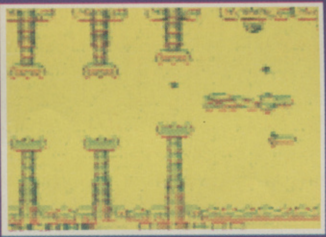
ARMS R US!

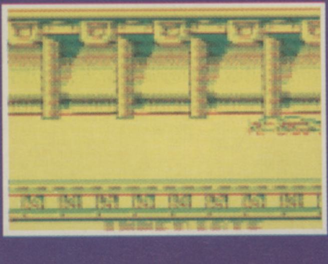
But where's the armament? Well don't worry! What space shoot 'em up would be complete without a pick-up or two. To give a helping hand the R-Type can attach a weapons pod to it's nose or behind to protect it from attack. It can also be sent out to scout ahead and called back in by pressing A. The pod has it's own special weapons that are picked up enroute and blast out at all angles as it glides through space. Fab!



There's no shortage of smart shoot 'em ups on any other system, but the Game Boy seems to be an exception. R-Type was an absolute classic which many people saw as the ultimate space blast, and since its coin-op release we've seen hundreds of different clones which never seemed to capture the original's excitement and perfection of the difficulty curve. It's not surprising then that a sequel came along, and now that it's out on the Boy we can all buckle up and squeeze into the cockpit of the tiny fighter for another fantastic voyage through the galaxy. Hurrah!

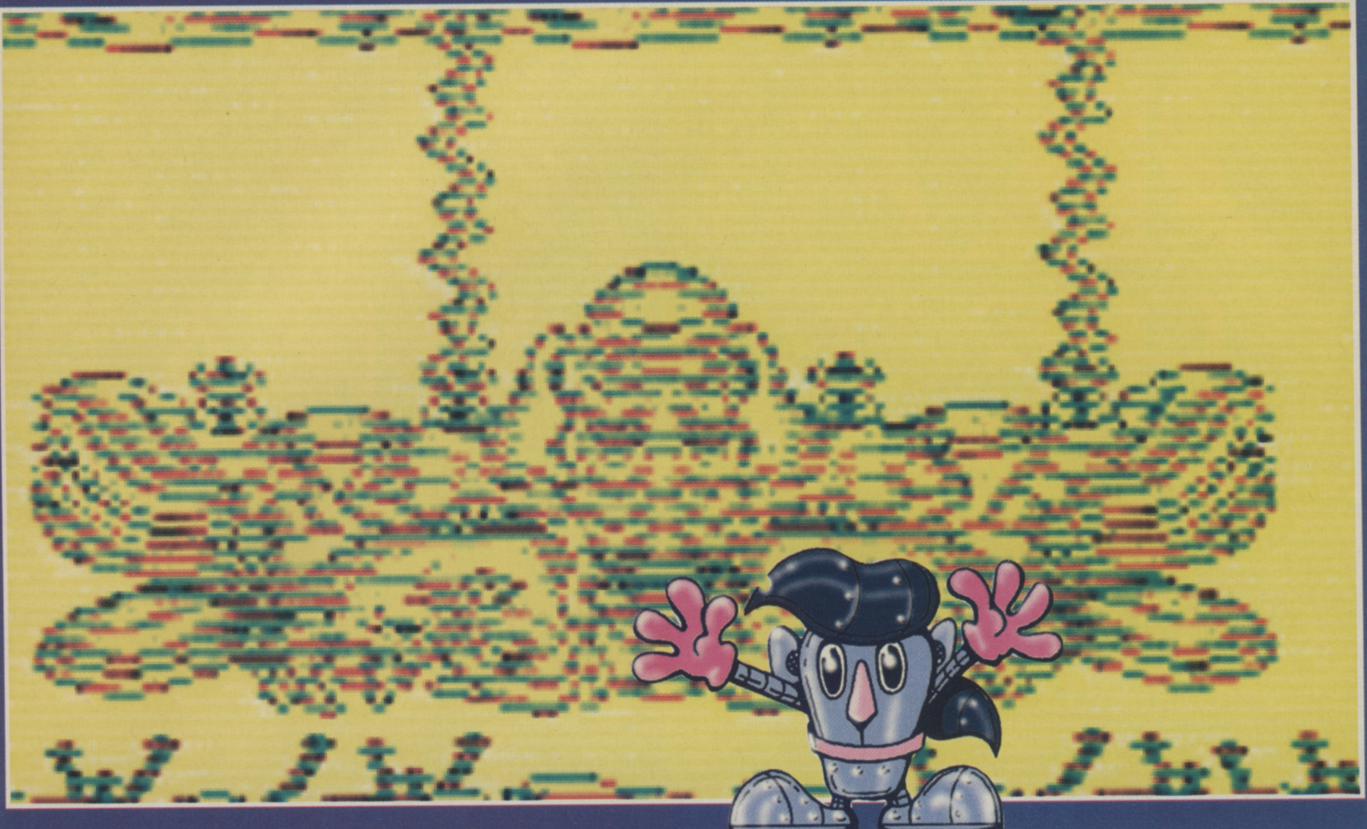
GAME BOY- £24.99





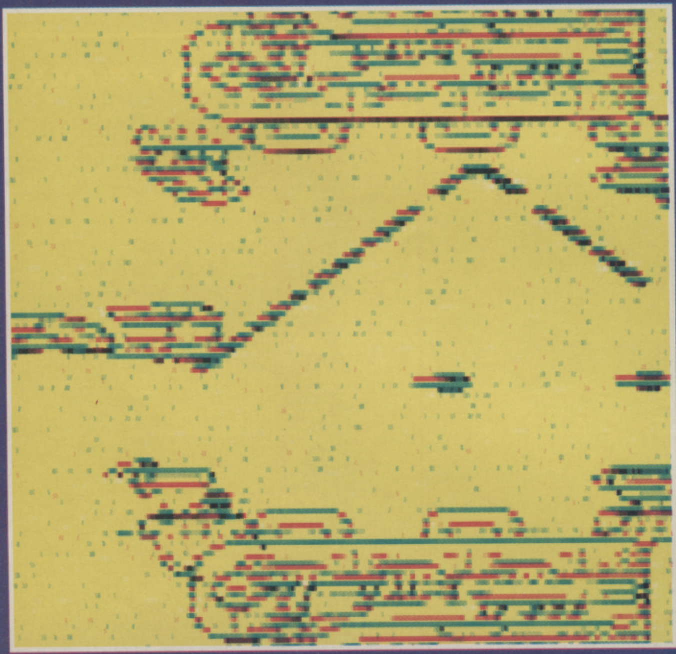
> I have to admit, I was one of the skeptics about this game, I mean R-Type 2 on the Game Boy, but Parodious worked wonders so who knows. Luckily all my doubts were quickly dispelled. The game actually translates very well onto the mini Nintendo, and although it's not going to give any real challenge to Parodious it's still a damn good bit of software to check out.
>
> **PAUL ANGLIN**

R-TYPE II



SPREAD TO THE FOUR WINDS

The caverns and passageways you fly down are tighter than a Scottish Bank manager after a stock market crash! Any contact with the sides and you can wave goodbye to that no claims bonus! Aliens crawl along the sides and fire homing missiles at you for added confusion and others simply drop from the ceiling Kamikaze style hoping to spread your atoms.



Power-ups will turn your craft into a massive power house, but keep an eye out behind!

MIRROR IMAGE

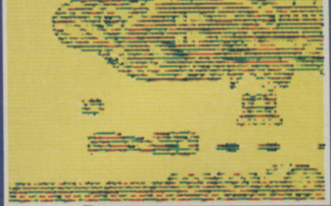
People know when they're onto a good thing, and the upshot is that R-Type 2 is almost exactly the same as R-Type with the only differences being alternative aliens and a few graphical changes. The huge end-level gargoyles are in abundance and are easy enough to kill once you've found their weak spots which are betrayed by the monsters flashing when a missile gets a hit.

> **'R-Type is one of my all time faves and although the sequel is a great blast it's no different to the original. The action never stops and if you lose your stockpile of weapons on a tough part you'll never get through without going right back to the beginning. If you liked R-Type you won't be disappointed, but if you fancy a change Parodious is much better at getting your lymph nodes tingling!'**
>
> ***STEVE KEEN***

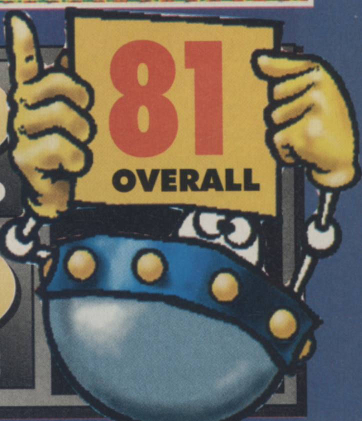
JUST ONE OF THE BOYS

R-Type 2 is the latest in a huge line of arcade coin-op shoot 'em ups including Nemesis, Parodius, Robocop, Gradius, Missile Command and of course R-Type.

Most of these earlier versions suffer terribly from screen blur and unfortunately don't do the arcade versions justice. R-Type two's graphics are incredibly clear even when the screen's packed with marauding blood seekers.



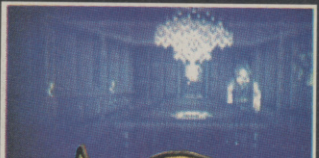
7 LOOK	7 SOUND
7 FEEL	7 VALUE



DRACULA THE UNDEAD

DRAC AND WHITE

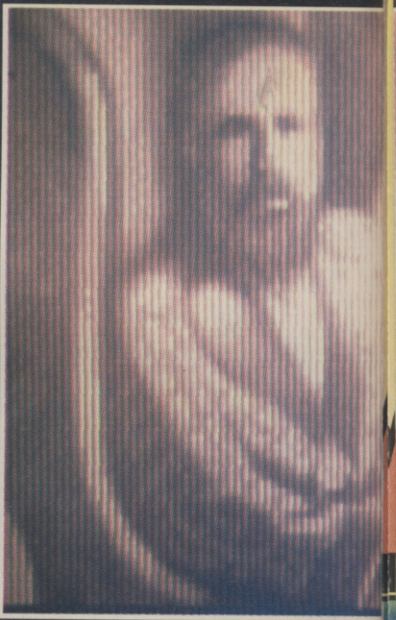
One of Dracula's many novel features is its lack of colour. Although this is usually a drawback in a game, the programmers have drawn all the graphics in black and white to give it more of a horror-movie feel. And to add even more to the cart, Bram Stoker, the author of the original book, crops up from time to time with the odd bit of narration and clues to solving the puzzles.



> “Dracula could have been one of the best games on the Lynx - it's packed with atmosphere and the monochrome graphics work well. It's very big, however, and the lack of a save feature of password option means you'll have to sit for donkeys to complete it in one hit. Worthy of play, nonetheless.”
>
> *STEVE KEEN*

You've probably seen the trailers of the telly for the new Dracula movie from Francis Ford Coppola - so what an appropriate time to release a hand-held version of the vampire legend. Dracula - The Undead, is something of a first for the Lynx, in that it's a graphic adventure game in a similar vein to the likes of the Monkey Island series. You play the hero of the piece, John Harker, who finds himself guest of the bloody-sucking boyo at his Castle Dracula residence; get rid of him before he gets to you - that Drac can be a right pain in the neck sometimes.

LYNX - £29.99



A LOAD OF OLD CRYPT

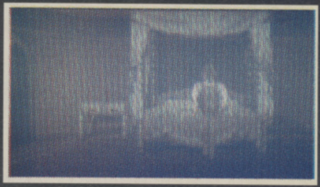
Several parts of the game are decidedly maze-like. Beneath Dracula's castle is the crypt which, apart from being rather large, is also the toothy one's daytime haunt. Another stage requires you to steer John between windows on the outside of Castle Dracula - tricky, because the walls are crumbling and there are only a few paths which Harker can take.

TALK BACK

Much of the information you need is gained by talking to the variety of characters you'll encounter. When you enter a conversation you're given a list of topics you can chat about, such as telling Dracula what a particularly interesting castle he inhabits. As a conversation develops, new subjects appear and, as long as you select every one, you shouldn't miss out on any important snippets of information.

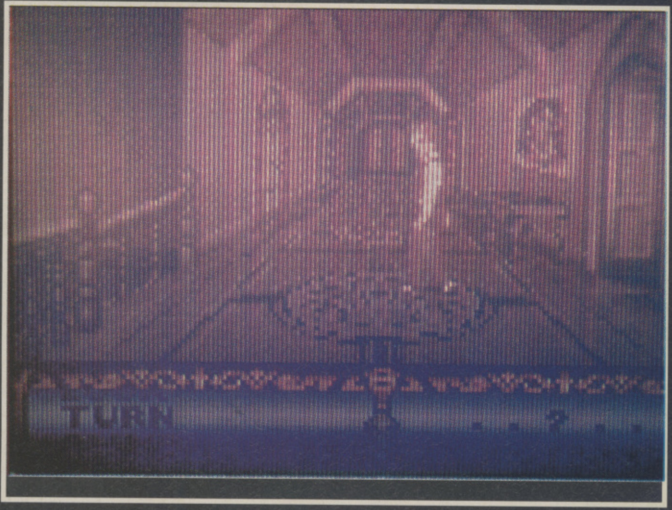
GIVE IT SOME VERBAL

Pressing the A button switches control to the command window, positioned at the bottom of the screen. It's divided into two areas - the left one contains a list of verbs such as open, get and climb, while the other lists the objects you're carrying and any items Harker is standing near to. By clicking on a command you can make Harker examine objects, climb or use items in conjunction with each other, in order to solves the stack of problems he'll stumble across.

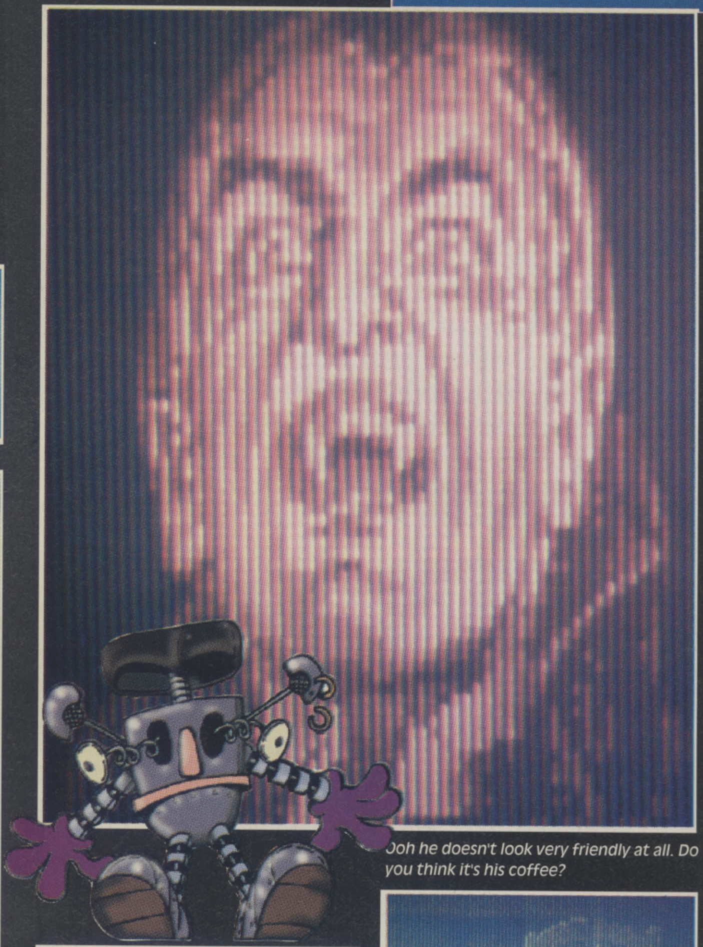


STAKE OUT

Killing Dracula is tough enough; what makes things worse is that you don't know where he's hiding. Should Harker stumble across the vampire's lair too early in the game, Drac'll rip his throat out, regardless of crucifix or garlic. Later on the fanged one enlists the help of his sizeable amount of vampire brides, who are just as dangerous. Although we all know that the best way to kill a vampire is to ram a couple of feet of wittled-down fence-post through its chest, John Harker doesn't, so it's up to you to guide him to the part of the game where he can find out for himself.



Hello Mr Bloodsucker come cmoe out wherever you are.



Ooh he doesn't look very friendly at all. Do you think it's his coffee?

EXAMINE WIND

> All the fun of a Hammer B-movie comes to the Lynx! Dracula impresses with great graphics and absorbing gameplay - but you're going to need a power-supply to finish it, as there's no way to continue where you've left off. A bit more thought on that front and Dracula would have been a stunner!
>
> ***PAUL RAND***

7 LOOK

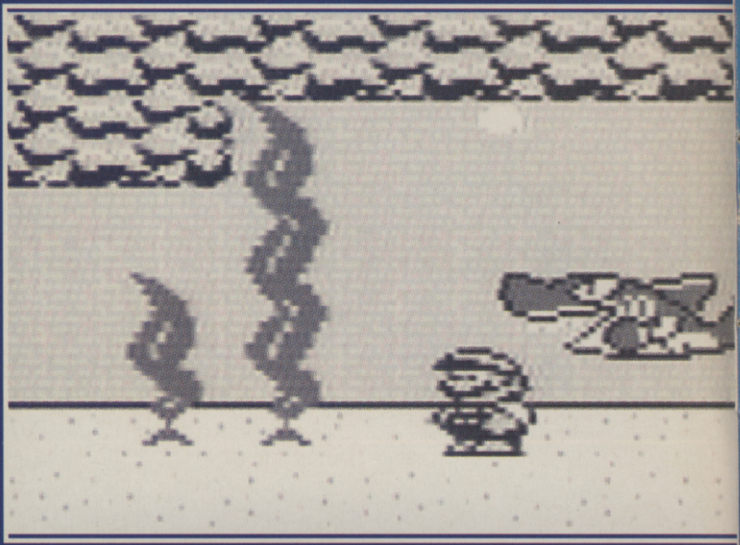
7 SOUND

7 FEEL

8 VALUE

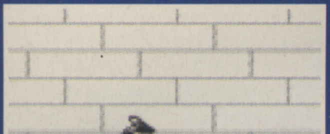
82 OVERALL

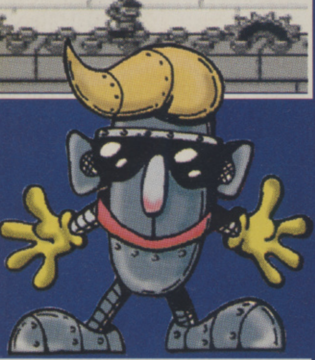
Mario returns to the Game Boy! The moustachioed plumber has appeared in all manner of games, from his own Super Mario Bros titles to cameo parts in carts such as Yoshi - this time round he's got the starring role once more! This time his enemy is the evil Wario, a Mario look-a-like who's out to destroy the original. To prevent Mario getting to him he's had a special lock built for his castle door which can only be opened by six special coins, each of which he has entrusted to a faithful hench-creature. Can you help Mario defeat the despicable Wario once and for all - or at least until Mario Land 3? Go for it, Mazza!

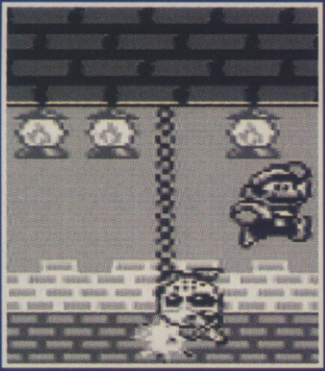


GAME BOY- £24.99

SUPER MAR





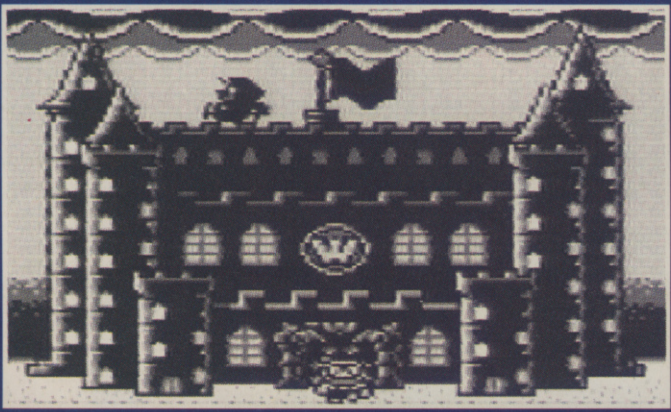


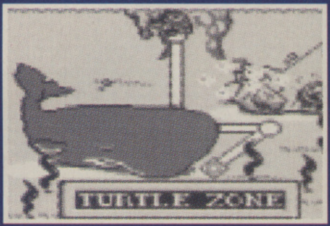
Wario's castle has to be played last, but the other stages can be entered in any order.

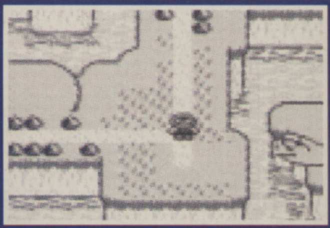
GOLDEN PENNIES

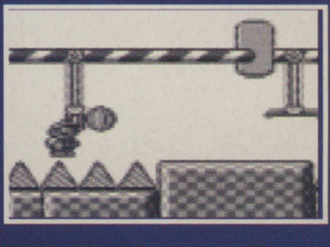
Unlike all the other Mario games where an extra life is awarded for collecting 100 coins, in Super Marioland 2 they are saved up to spend in the Mario-matic bonus machine! There are slots for 30, 50, 200 and 999 coins, and the more you put in the greater chance you have of winning bonus items and extra lives. The bonuses range from simple power-up mushrooms to an awesome 20-up lives icon - not the most un-handy thing in the world! In addition to that room, each level has two bells. Ringing the first one activates the restart point, then jingling the second opens a bonus room - these come in two forms. The first is like one of those dodgy fairground machines where you have to manoeuvre the crane to pick up fluffy animals and other cheap toys, while the other is like an electrical circuit, where you have to make two breaks in the wire to get the current to reach the right bonus.

> Boo! Why on Earth have Nintendo made Super Marioland 2 so easy to beat? It's a great pity - graphics are gorgeous, and the feel of the game is the same as NES Mario 3 and Super Nintendo Super Mario World! Unfortunately, the save-game option makes Marioland 2 a bit of a doddle. But it's still a great cart that you should have in your collection!
>
> ***PAUL RAND***



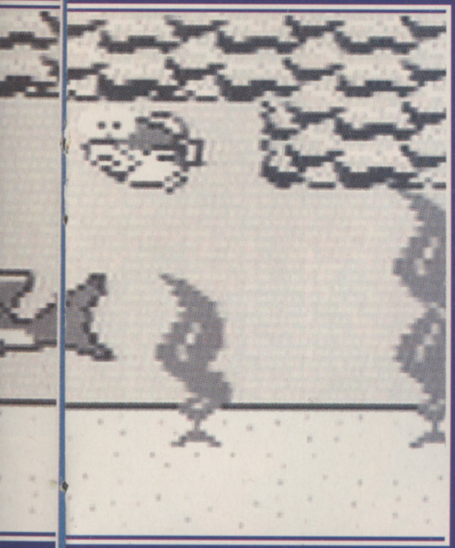




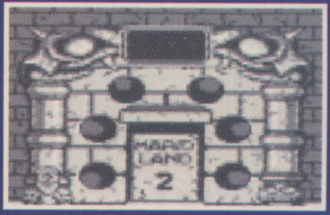


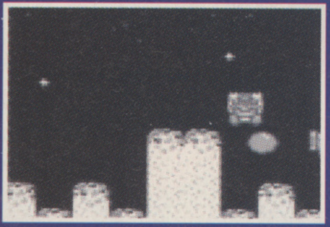
MARIO'S LAND

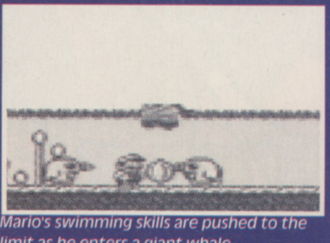
If you've played SNES Super Mario World you'll recognise one of Marioland's new features. You can now choose what level Mario starts on by moving him around a map of the kingdom! There are six main locations, one of which is a giant Mario, that is in turn divided up into three or four more levels. This time our intrepid plumber's travels take him deep underwater, where his swimming skills are tested to the limit. He also makes a first for Mario-kind when he takes a trip to deep space; the lack of gravity there gives him super jumping abilities, but also cuts the speed he moves at.



RIOLAND 2







Mario's swimming skills are pushed to the limit as he enters a giant whale.

BOSS BASHING

Wario's henchmen are bigger and badder than ever! Each coin is guarded by a giant weirdo which Mario has to destroy by jumping on its head. This legion of bosses includes giant birds, an octopus, three not-so-little pigs (complete with houses of straw, stick and brick) and a bizarre alien in a spaceship that bears more than a passing resemblance to Mario's sub in the first Super Marioland extravaganza!

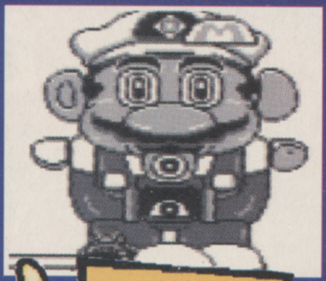
> **To my mind this is one of the best Gameboy games ever, while being a bit of a let down at the same time. The graphics are fantastic and sound is up to a similar standard, while the awesome size and variety make it more reminiscent of SNES Mario World than a Game Boy game. What damages all the programmers' good work is the game's simplicity, especially with the save-game mode. Still, if you don't mind replaying the game, it's well worth buying.**
>
> ***PAUL ANGLIN***

REACH FOR THE SKIES

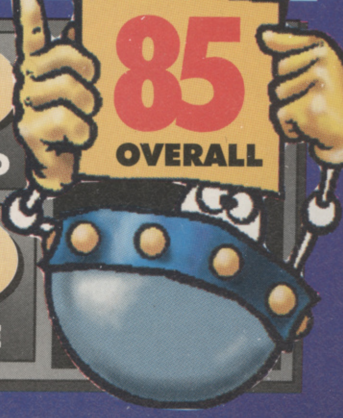
Like his NES and Super Nintendo incarnations, Game Boy Mario now has limited flight capabilities. By collecting the winged cap (which looks like a carrot) our lad Maz gains extra height on jumps and the ability to hover in mid-air, as long as you keep tapping the A button. He can also take to the skies in a bubble blown by a hippopotamus, of all things.

SAVE AND SOUND

One notable inclusion in Super Marioland 2 is the save-game option. The cartridge has a built-in battery which stores up to three game positions, so you can come back to your game any time - even if you switch your Gameboy off. That said, it's probably a good idea if you don't use this feature, as the game is quite a cinch and will probably be completed in no time at all if you keep saving on the higher stages.



9 LOOK	8 SOUND
7 FEEL	7 VALUE



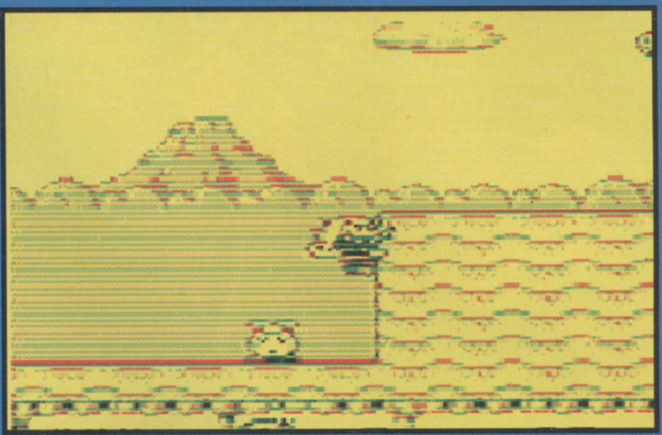
HAND-HELD
GO!
VIDEO GAMES
PARASOL STARS
RAINBOW ISLANDS
2

WAKO.

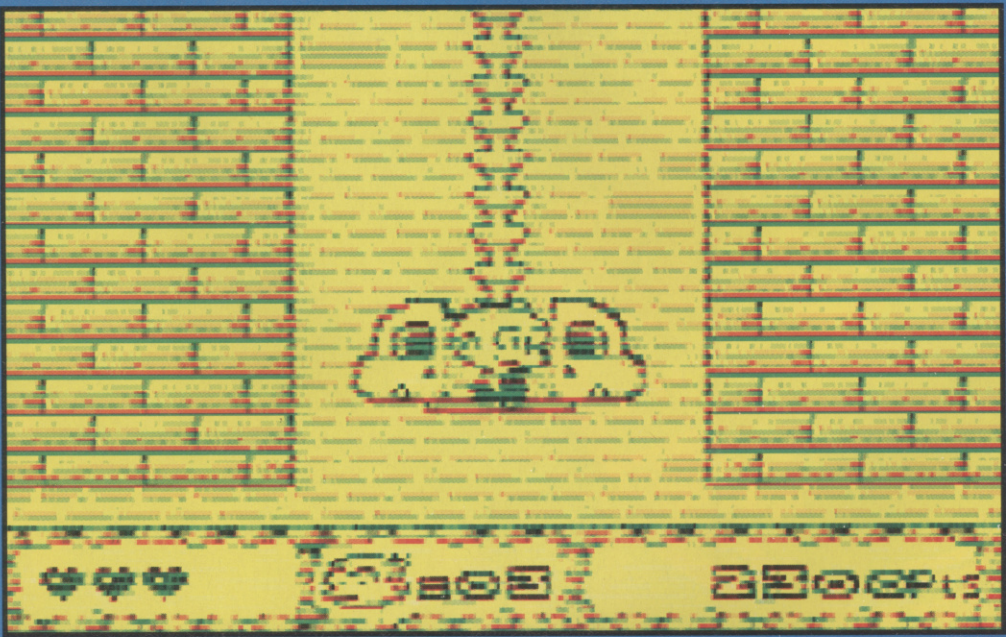
GB KID

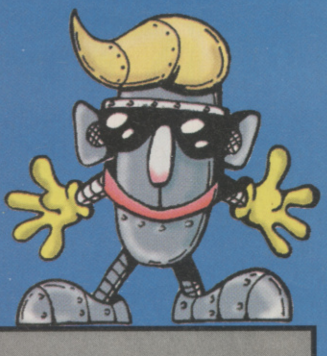
GB Kid is an unfortunate fellow. As well as having to put up with being the butt of all the jokes made about his rather bald scalp and dodging the mother of all Dinosaurs, Tyranosauraus Rex, the hapless young lad also has to deal with his girlie being kidnapped by the flesh-eaters extraordinaire. So, rather than let the poor lass become next week's sandwiches, the Kid has decided to polish up his already gleaming forehead and get out there and butt heads. There's plenty in your way so ready yourself for one mammoth journey!

GAME BOY- £24.99

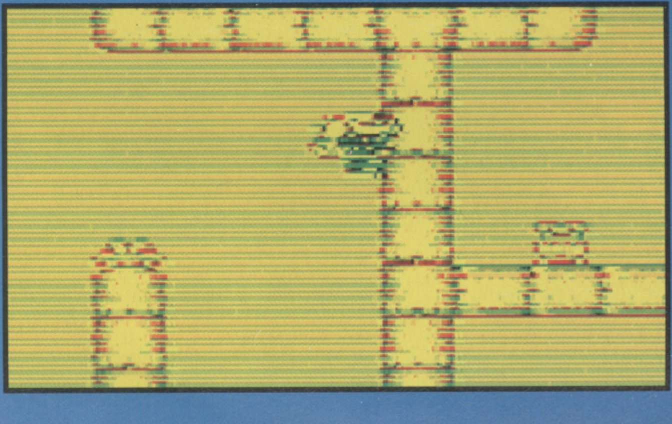


Watch out! Watch out! There's a blobule about!



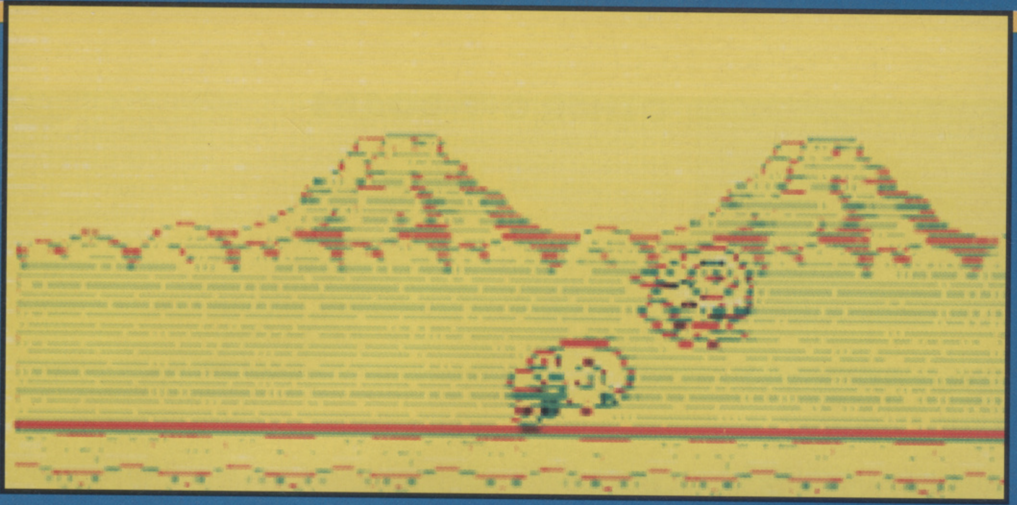


> ❛ The star of the PC Engine might look as though he's made a successful trip over to the Boy, but the excellent graphics are sadly betrayed by incredibly simple gameplay. What a shame - if GB Kid had been tougher it could have been a Mario-beater; lets hope someone converts PC Kid II and remembers to include the gameplay. ❜



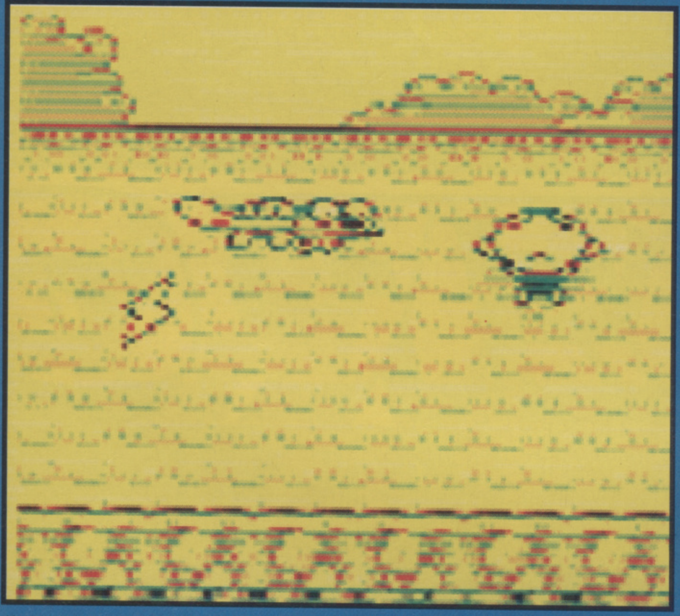
IT'S A BONUS

If you enter certain rooms in GB Kids land you'll be presented with one of a number of different bonus stages. The first is simple - there's a large wall in front of you and you've got to scramble to the top of it in the only way you know how - with your teeth. Another involves you dodging the lava that gets chucked by a volcano; you don't have to avoid it - you can nut the molten rocks for extra points but it's not easy.



DEATH BY DINO

We're used to huge spaceships with death-dealing lasers or big muscle-bound geezers kitted out with machine guns, but this is the land of GB Kid where the end-level baddies really are B.A.D! Where else can you go quite literally head-to-head with a large shell-skulled Dinosaur with boxing gloves, or a gorgeous-looking Girlysaurus with a killer car?



Under water or on land GB Kid is up for any kind of action! Watch those lightning bolts!

FLOWER POWER

Seeing as GB Kid is such a short fellow he occasionally needs a little help to make it to the higher platforms. This extra lift is provided in the way of odd-looking flowers dotted around the landscape which, when jumped on, provide a much-needed boost. But beware - also lurking around are flowers turn into Kid-eating nasties, and if you don't get out of the way, you're for it. Both types of flora look the same, so choose carefully.

DONER THIS, DONER THAT

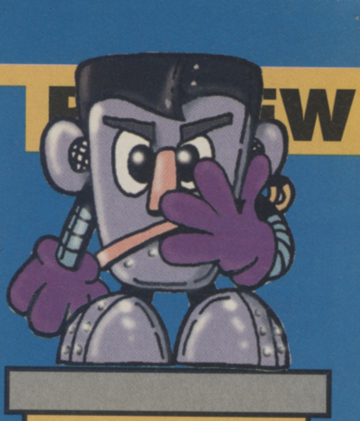
It's hardly surprising that, with all this Glasgow kissing going on, the young slap-head may get more than a touch hungry. Luckily, scattered around the playing area are loads of the young one's favourite nosh - kebabs! If you pick up a small one it will increase the power of your head butts, but if you find one of the many jumbo doners the Kid is instantly transformed into a mad animal with the power of invincibility for a short period of time.

BLAST THOSE BOMBS

As we already know, Taz has a real appetite for grub and anything else he can get his paws on. However, the young lad tends to munch first and ask questions later, which can be a bit of a hazardous occupation considering that there are bombs left lying around the scenery! Unless you manage to stop him in time, Taz will stuff one of these down his bottomless throat bye bye, energy bar!

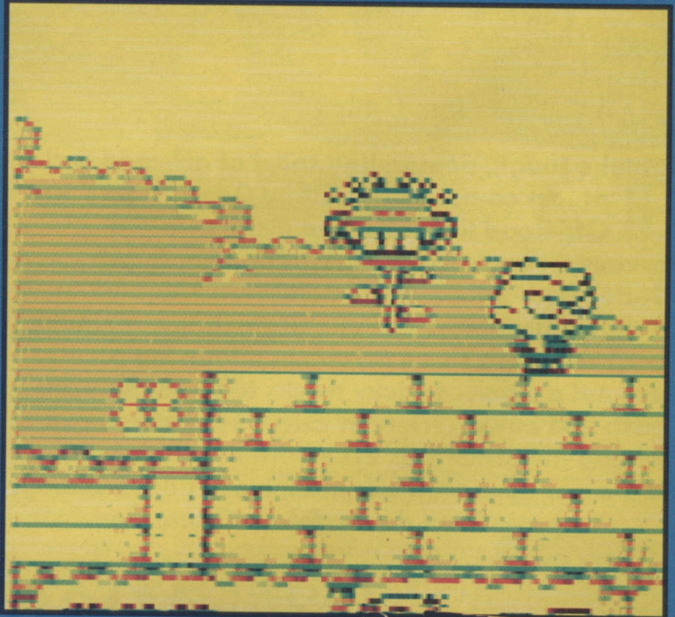
BC TO GB

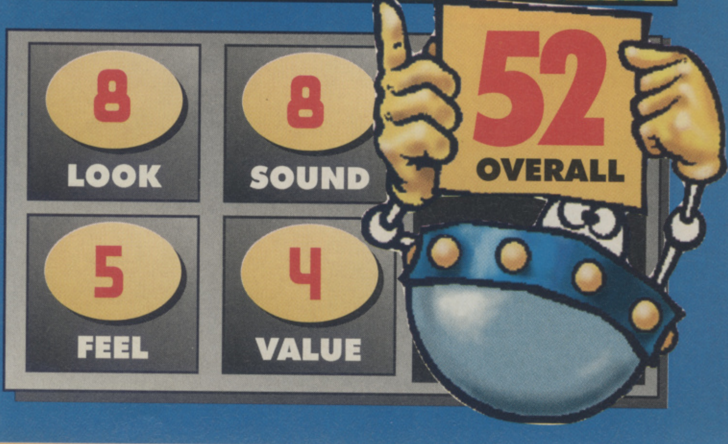
If you were lucky enough to witness the wonder that was the October issue of CVG you will have seen that GB Kid has already appeared on the Amiga under the title of BC Kid. This was an exact replica of the PC Engine version which appeared about three years ago under the original title of PC Kid. There's a sequel too, going by the well thought-up title of PC Kid II. There's no sign of this one, which the CVG boys reckon is even better than the first game, on any other machines as of yet - but who knows?



“I'm a huge fan of the PC Kid games on the PC Engine, but this is a different matter. It looks great, with spot-on representations of the original graphics, but this version is just too easy. The original wasn't overly difficult, but being able to complete a game after two hours of purchase just isn't on. As cute as GB Kid is I just can't recommend it.”

PAUL ANGLIN





8 LOOK

8 SOUND

5 FEEL

4 VALUE

52 OVERALL

> What an incredible conversion of an incredible coin-op! Amazing as it may sound, Super Off-Road has lost nothing in the transition from arcade to hand-held - graphics are spot-on and gameplay is fast, furious and totally addictive. If you enjoyed the coin-op - and who didn't - you'll go loopy over this!
>
> ***PAUL RAND***

THE FACTS ON THE TRACKS

There are eight different courses to hurl your off-road racer through; some are nice and easy, while others are awash with hazards such as water jumps, hillocks in the middle of the road and nasty little chicanes that can cause all sorts of trouble if you try to battle through them against an opposition vehicle. And don't think that, just because you've been through the wringer once, you'll have found out all the secrets that a particular track holds - because the next time you tackle it, you'll have to drive around it the opposite way!

OTHER OFF-ROADS

To say this game has appeared on one or two other formats would be a gross understatement. You can pick up versions of Super Off Road on virtually every format imaginable, from Spectrum to Super Nintendo - there's even a Game Boy Off-Road, which we Reviewed in the November issue and gave a not-unreasonable 76%. So whatever machine you own, there's bound to be a chance to take on the toughest racers around in the thrash to end 'em all!

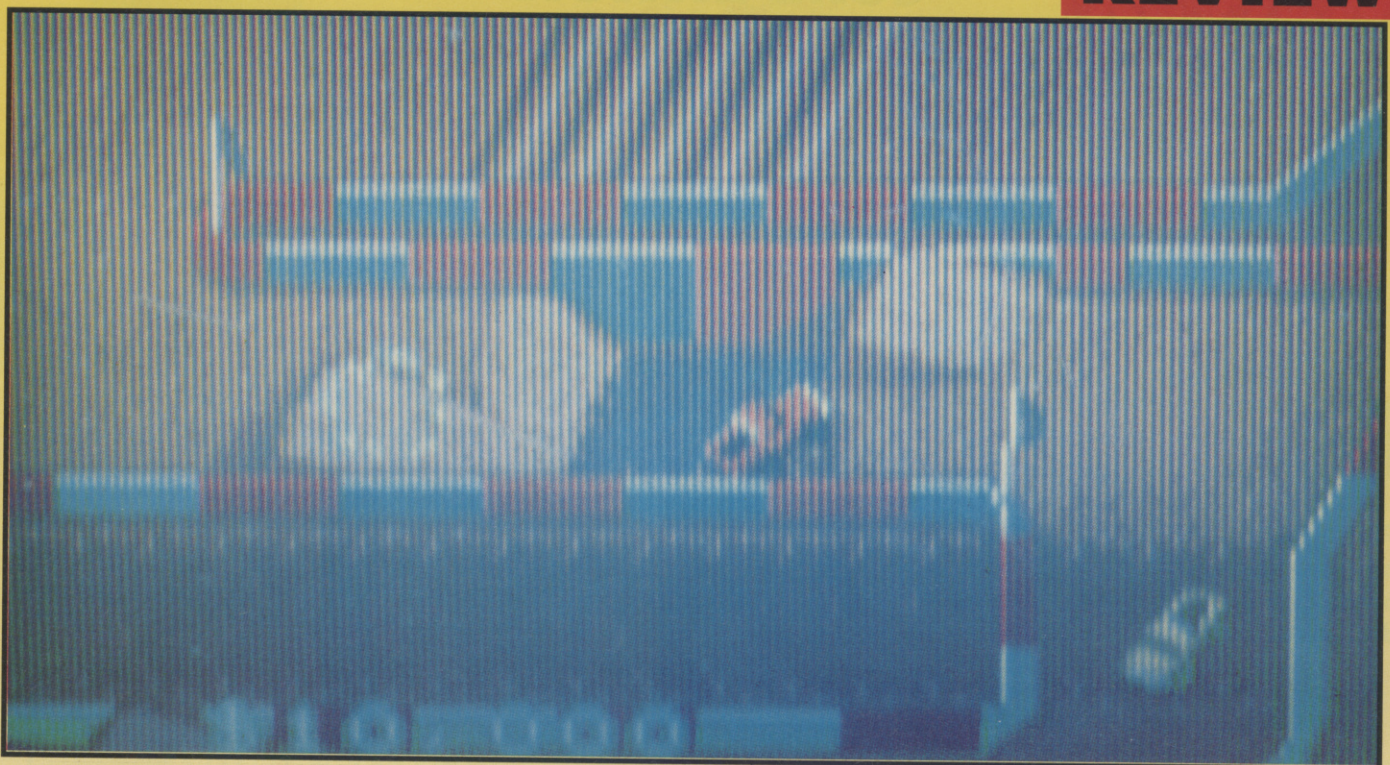
SPEND, SPEND, SPEND!

At the end of each race, you get the opportunity to tune up your motor in the speed shop. There are lots of different refinements on offer to those with the cash to spend, such as more powerful engines, better tyres and steering, and turbos ahoy. What's really great is that, if you've not got a lot of dosh, but still possess some credits, you can flog your extra goes for a hundred grand a shot - but only do this if you're really good, 'cos you might just come a cropper and be thrown straight out of the race!

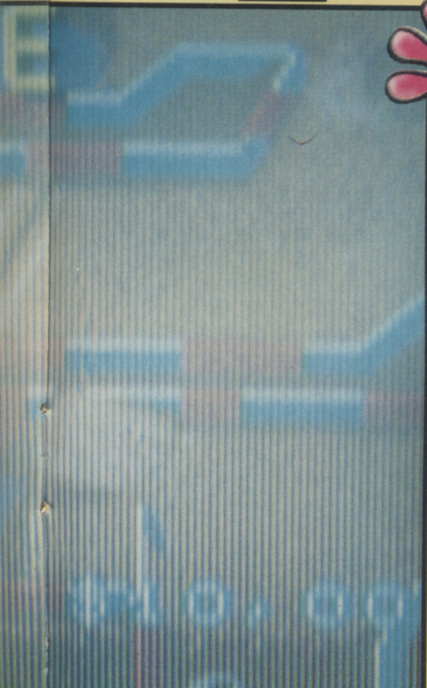
SUPER O

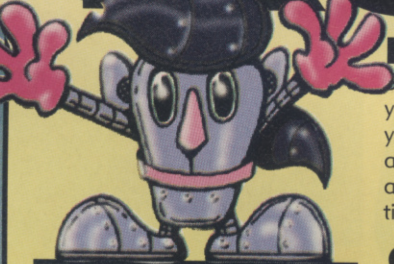
The tough, demanding sport of off-road racing at last comes to the Game Gear! Atari's Super Off-Road Racer caused a storm in the arcades, thanks to its high-adrenalin, Super Sprint-with-knobs-on gameplay and highly detailed graphics. The aim of the game is simple - beat the other three drivers in a four-lap race around a stack of tricky tracks to amass lots of cash and buy a variety of extras so that you can whoop the other lads even better in the next race! It's a riot on most other machines - does Super Off Road do the job on Game Gear?

GAME GEAR- £29.99



OFF ROAD





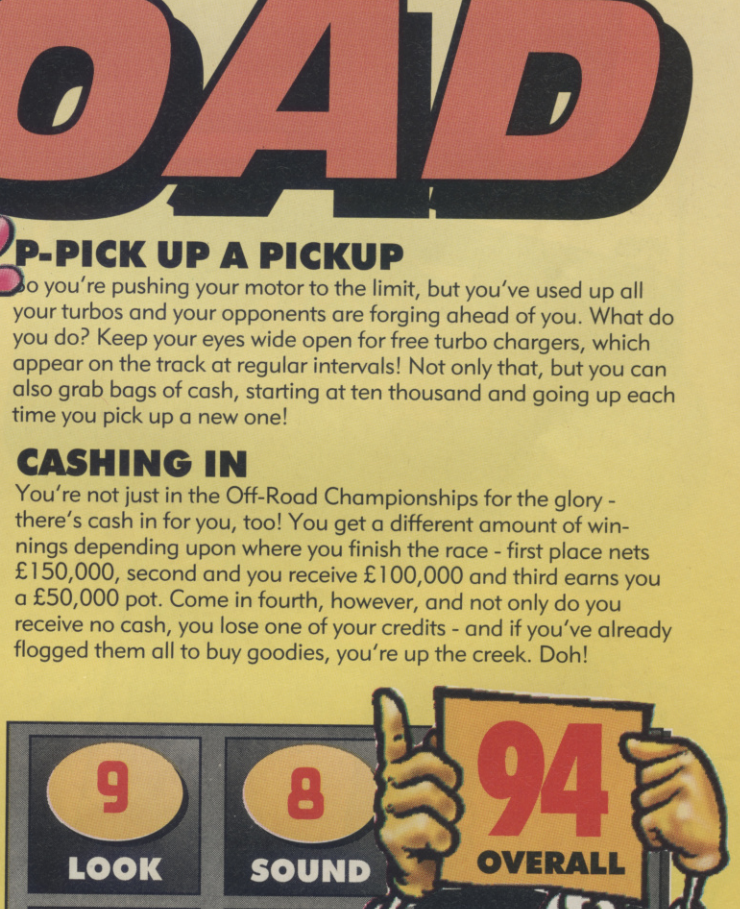
P-PICK UP A PICKUP

So you're pushing your motor to the limit, but you've used up all your turbos and your opponents are forging ahead of you. What do you do? Keep your eyes wide open for free turbo chargers, which appear on the track at regular intervals! Not only that, but you can also grab bags of cash, starting at ten thousand and going up each time you pick up a new one!

CASHING IN

You're not just in the Off-Road Championships for the glory - there's cash in for you, too! You get a different amount of winnings depending upon where you finish the race - first place nets £150,000, second and you receive £100,000 and third earns you a £50,000 pot. Come in fourth, however, and not only do you receive no cash, you lose one of your credits - and if you've already flogged them all to buy goodies, you're up the creek. Doh!

> Game Gear Super Off-Road is the best conversion of the arcade blast I've seen! Graphics are brilliant, as is the incredibly agile control system, and the speed - well you'll just have to see it to believe it! All this, and a two-player link option, make Super Off-Road one game you don't want to miss - Sell your granny's gold fillings, but get this game!
>
> *STEVE KEEN*



9 LOOK

8 SOUND

8 FEEL

9 VALUE

94 OVERALL

WIN EVERY HAND-HELD! AND A GAME FOR EACH!

It's incredible! It's the competition no-one can miss! Yet again, the greatest hand-held mag in the world comes up trumps with one astonishing competition! We're quite literally going to GIVE AWAY a Game Boy! A Game Gear! A Lynx! A PC Engine GT! And a top cart for each one!

One oh-so-lucky reader stands to win all of these great goodies - worth OVER SIX HUNDRED POUNDS! And there couldn't be a simpler way to enter! Just phone the GO! Hotline Number and answer the questions you'll hear. That's it! Just put your thinking caps on, dial that number and answer away! Who knows, it could be YOU who owns every hand-held monster known to man - so get dialling NOW!

SPECIAL NOTE: Make sure the person who pays the phone bill has given you permission before you start dialling. Calls cost 36p per minute (off-peak) and 48p per minute (peak rate).

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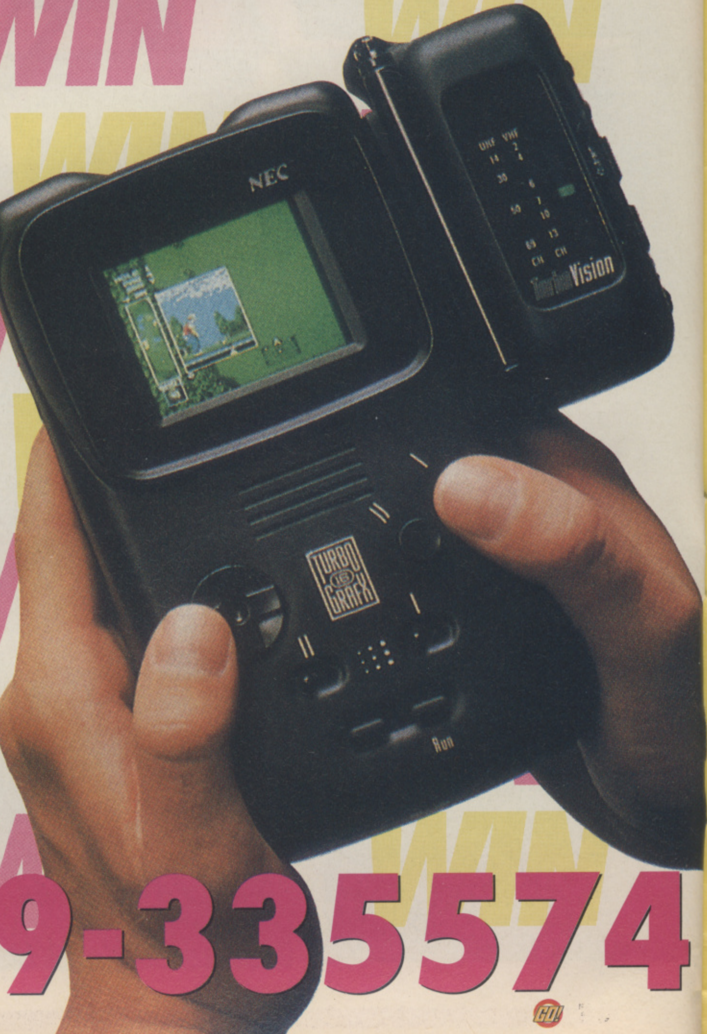
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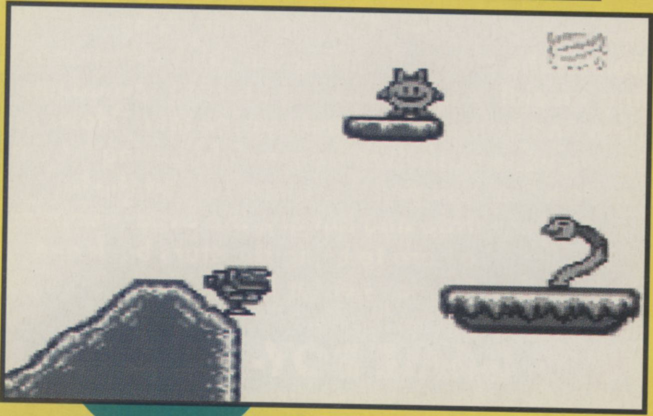
MAX

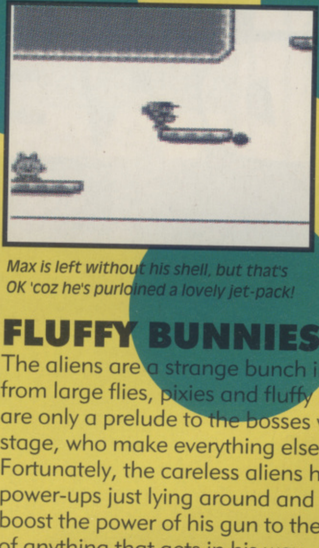
All is not well in deep space. Bizarre aliens have taken over a number of deep space colonies and, more importantly, the Dream World intergalactic amusement park. Only one man can free the colonies and restore high-priced, low-quality thrill rides to the masses - Max and his magnetic head. So get out there and do your stuff in the latest Infogrames Game Boy release; they did the job well enough on Bomb Jack last month - can they repeat the performance this time around?

GAME BOY- £24.99

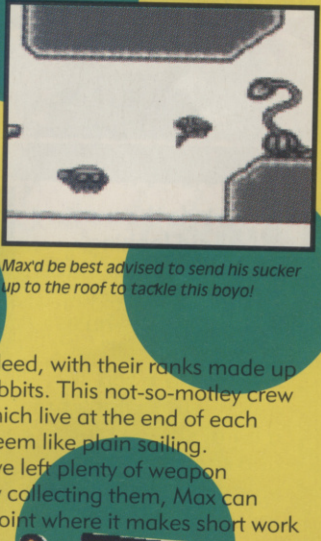


THAT SUITS ME

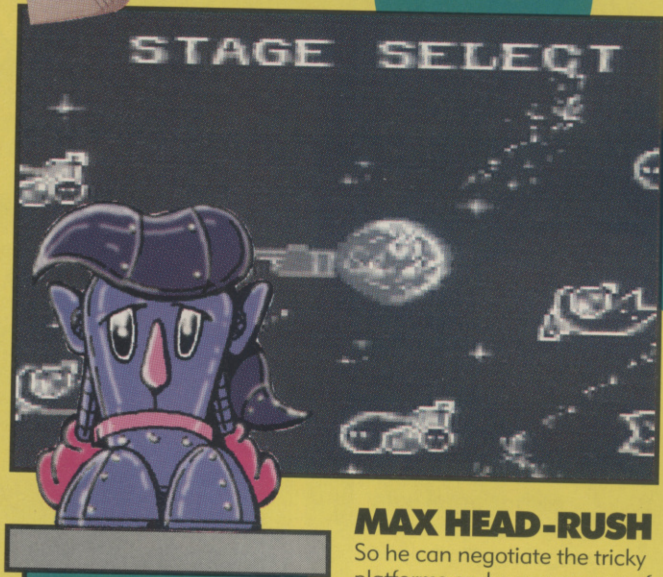
Max is protected from the aliens by an ED-209-type power-suit which absorbs up to three shots before breaking up. Collecting the right icon equips it with an outboard rocket engine which saves Max from plummeting to his death down the various holes which riddle the levels.



Max is left without his shell, but that's OK 'coz he's purloined a lovely jet-pack!



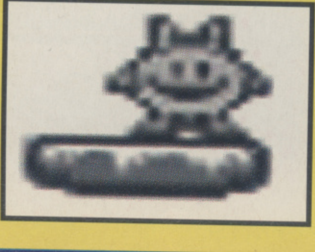
Max'd be best advised to send his sucker up to the roof to tackle this boyo!



> ‘There are two major faults with Max. Firstly, it's too easy - I reached level five on my second go - and secondly it's very dull. Not much happens, apart from the infrequent encounters with tiny aliens and the unoriginal bosses which live at the end of each level. If you're after a platform game hold out for Mario Land 2.’
>
> ***STEVE KEEN***

MAX HEAD-RUSH

So he can negotiate the tricky platforms and passageways of various colonies, Max has had a magnetic grappling hook installed in his head. Despite making him look like one of the slap-head scientists out of the Tefal adverts, it does have its uses; by pressing Up when Max is beneath a platform the magnet shoots out and attaches itself to it, allowing Max to reach otherwise inaccessible areas.

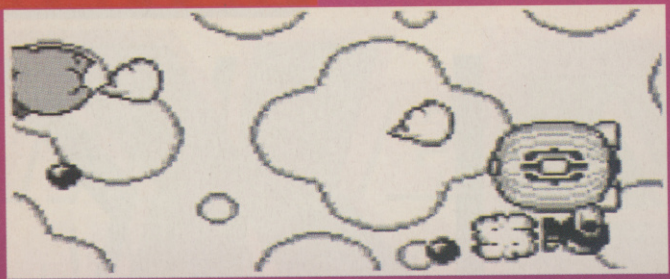


FLUFFY BUNNIES

The aliens are a strange bunch indeed, with their ranks made up from large flies, pixies and fluffy rabbits. This not-so-motley crew are only a prelude to the bosses which live at the end of each stage, who make everything else seem like plain sailing. Fortunately, the careless aliens have left plenty of weapon power-ups just lying around and by collecting them, Max can boost the power of his gun to the point where it makes short work of anything that gets in his way.

5 LOOK	6 SOUND
6 FEEL	5 VALUE

62 OVERALL



This inflated zeppelin is no problem. Just dodge the balls and keep firing.

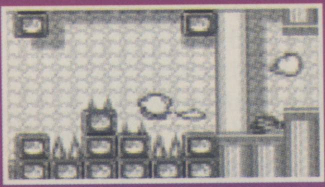
Oh No! Kirby and his Dream Land mates have been gazumped out of their entire supply of heavenly stars. The cute little blobs toil amongst the clouds, keeping the skies clean and using special magic Sparkling Stars to spread happiness and harmony throughout the land. However, a rotten band of thieves from neighbouring Mount Dedede have swooped down and nicked the lot.

Desperate and hungry, the Dream Landers need a hero to bring the stars back and save the day - enter Kirby!

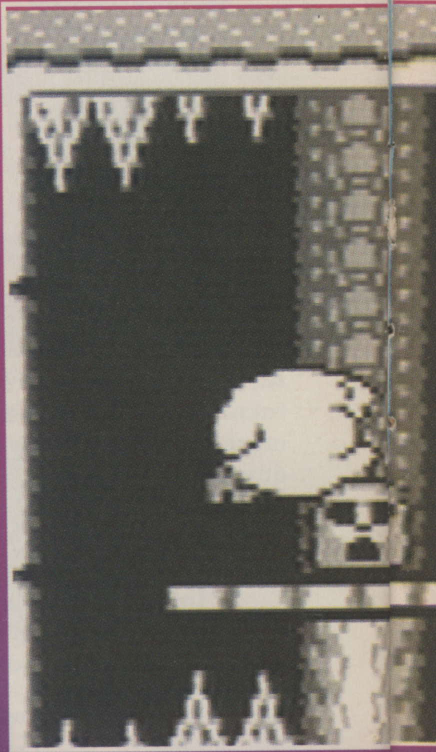
GAME BOY- £24.99

PULLING POWER

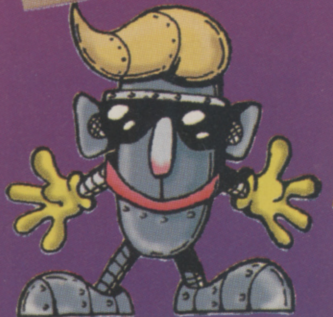
Kirby's got some extraordinary talents. By pulling down on the joypad the blob can scrunch down and squeeze into extremely small places. Pushing up inflates Kirby to balloon size, enabling him to float about the screen. Whilst he's in this state you can make him spit out a jet of air to kill any airborne monsters; not only that, but the little guy can gobble down animals and blocks Yoshi-style and either swallow them or spit them out at high speed to thwack other bullies.



THANKS...to Shekhana Consoles (081 348 8565) for the review cartridge.

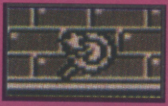


KIRBY'S DREAM LAND



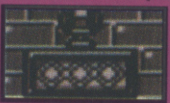
> ❛ Kirby's the most stupid looking game character since Tiki the Kiwi in New Zealand story, but what a game! The graphics are top notch, but suffer from a lot of screen blur, and the gameplay's stunning. However, it's incredibly easy - with only five stages I finished it on the fist go with only two continues; having said that, you get a difficulty cheat when you clock the game so everything turns out okay. Highly recommended and bags of fun while it lasts. ❜
>
> ***STEVE KEEN***

LET'S GO SHOPPING!



CANDY: Grab this lollipop and you'll become invincible and able to flatten enemies without getting hurt.

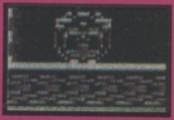
BOMB: Swallow these beauties and spit them out at the bad guys. Stay clear though because the explosion can backfire and take your eyebrows off.



MICROPHONE: Budding kareoke kings will love this one. King Dedede's cronies can't stand to hear Kirby's singing and when you release the microphone at them they explode in agony!

SPICY FOOD: Scoff down this extra hot dish to spit out balls of fire. Keep out of water though as it'll put the flames out.

MINT LEAf: Chomping on this minty morsel will really clear the air with a rapid stream of Air pellets. Great for getting rid of lots of baddies at once.



BAG OF MAGIC FOOD: Pretty rare but worth chasing after. The effects vary but at the very least it'll return all your energy to its full quota.

PEP BREW: This vial's worth two bars of energy.

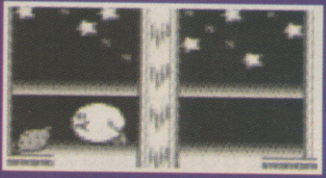
1UP: Collect this geezer and it's an extra life for you!

WARP STAR: Used to jump to the next level quickly. Just jump on board and be whisked away to the next stage.

SPARKLING STARS: These stars are the most vital and are left behind by the end of level bosses on each stage. Grab them and return them to the people of Dream Land.

GULLIBLE OR WHAT?

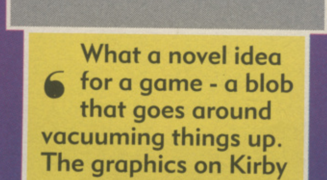
Kirby can swallow almost anything, but there are some guys he just can't take down - you'll have to learn who these bozos are by trial and error. You've got four lives to help you on your way and every one is divided into six precious bars; lose the lot and you've lost a life! You can pick up more though, and if you turn out to be a totally sad man there's a continue option at the end that takes you back to the beginning of the stage.

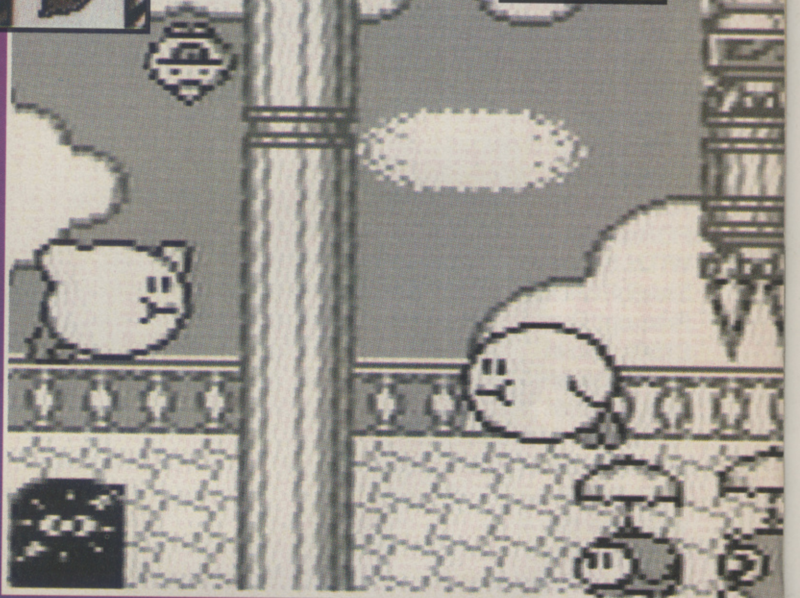


FLYING HIGH AND LOW

With Kirby's versatile control system he can bound around the platforms or hover around them, dodging most of the goons that infest the ground. But King Dedede's minions are well aware of Kirby's skills and, just when you think you've found a safe route past the bullies, a new wave of flying ghouls will come towards you. Also, if you spend too much time in the air you risk missing the various secret passages and pick-ups that are hidden behind false walls and bonus blocks.

> **“What a novel idea for a game - a blob that goes around vacuuming things up. The graphics on Kirby are great, with some nice large sprites which make it easy to see what's going on (despite what sad Keen says). A touch easy but you should have plenty of entertainment. A recommended purchase, and by the way - don't you think that Kirby looks like the New Shmoo?”**
>
> ***PAUL ANGLIN***

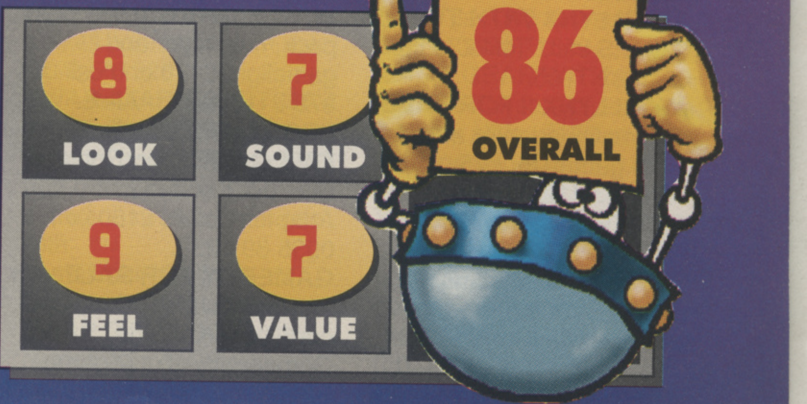




Just one of the strange scenarios Kirby comes across in his quest. This identical twin is harmless, but the umbrella wielding critters at his heels are far from friendly!

LEVEL PEGGING

King Dedede's realm is split into five stages. The journey kicks off in Green Greens which is full of hills, fleecy clouds and bushy shrubbery. The wild animals there may look cute, but they'll steal your energy quicker than you can say gerbil poo. Other levels pit you against ghosts and spooks in Castle Lololo that float around menacingly just out of reach, and the dreaded cannonball-spitting Kaboola on Float Islands.



8 LOOK

7 SOUND

9 FEEL

7 VALUE

86 OVERALL

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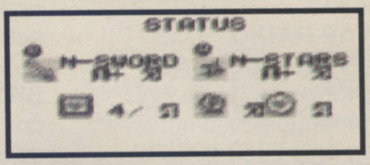
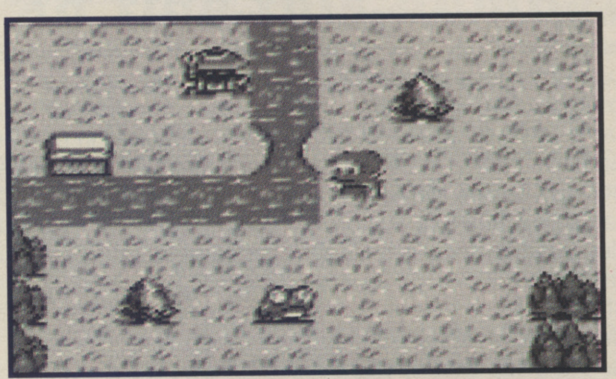
PREVIEWS

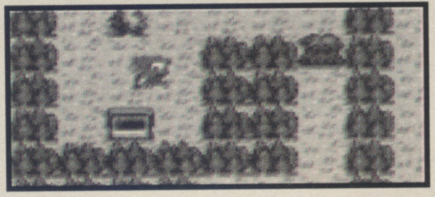
NINJA TARO



GAME BOY £24.99

Ancient Japan comes to your Game Boy as you embark on a quest to rid the land of an evil warlord. Ninja Taro casts you as one of these mysterious men in black in this RPG from Sammy. Using your peculiar ninja powers, intellect and a very sharp sword, you have to solve puzzles and slice up all manner of nasty types, including enemy samurai warriors, ogres and spirits as you unravel the mysteries shrouding the evil warlord. Information can be gained by talking to, and occasionally beating up, the peasants you encounter, as well as exploring dungeons and leaving offerings at the feet of statues.

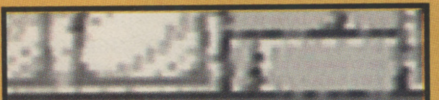




Like most Game Boy RPGs, Ninja Taro comes with a battery save option and from what we can see, it's absolutely huge. There's a stack of enjoyable rolegames on the little Nintendo - is Ninja Tarot one to add to the list? Keep an eye out for the review next ish.

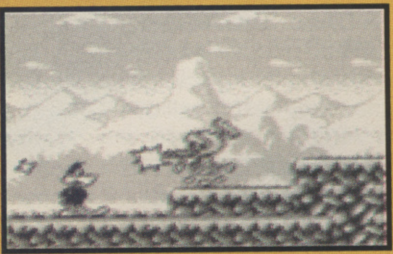
● ●

LOONEY TUNES



GAME BOY £24.99

A plethora of cartoon characters will be whirling, striding, hopping and flying onto your Game Boy soon in the form of Looney Tunes, the game of the Warner Bros cartoon characters. It stars all your animated faves including Bugs Bunny, Taz, Daffy Duck, Road Runner, Porky Pig and many more. Each stars in their own mini-cartoon, where they come across lots of their old adversaries. The objectives include helping Tweety escape the clutches of Sylvester, guiding Speedy Gonzales through a ghost house and steering Taz to as much food as possible in 60 seconds.



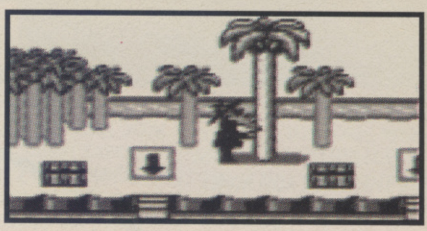
We've already had a jolly good play of Looney Tunes and can tell you that it's looking really good. The graphics are true to the cartoons and the gameplay seems just right. Tune in next month for the full review - and in the meantime, just drool at these piccies.

SPY VS SPY

GAME BOY £24.99

The world of industrial espionage is a dangerous one, especially if your secret agent partner is also out to get you. If you're new to games, or have never read the American MAD comic, you've probably never heard of Spy vs Spy which, as you might have guessed, stars two spies who spend more time trying to do each other in than completing their missions.

Both spies are sent out together to recover top-secret documents from a number of locations around the world, and whoever does the best job gets to keep their post. The route to victory lies in placing devious booby traps, which involve axes, explosives and even the occasional coconut. If Spy vs Spy on Game Boy matches the quality of versions seen on the C64 a while ago (the pair went down a storm on that machine), then we're in for a treat. Find out next ish!

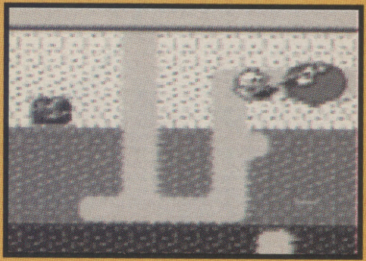


DIG DUG

GAME BOY £24.99

It's been over a decade since Dig Dug appeared in arcades, and now it's finally coming to your Game Boy! The aim is simple - tunnel underground and wipe out creatures that are threatening your garden. The gameplay is like Boulderdash, although your hero is armed with a pump which he uses to inflate the nasties until they burst.

In addition to the classic Dig Dug there's also New Dig Dug, a souped-up version of the original. New features include 41 levels, more monsters, boss-creatures, bowling balls, keys which open the level exits and steel plates which can't be tunneled through. Bar the lack of colour, Dig Dug is as close to the coin-op as you can get. Watch out for the review in GO! next issue.



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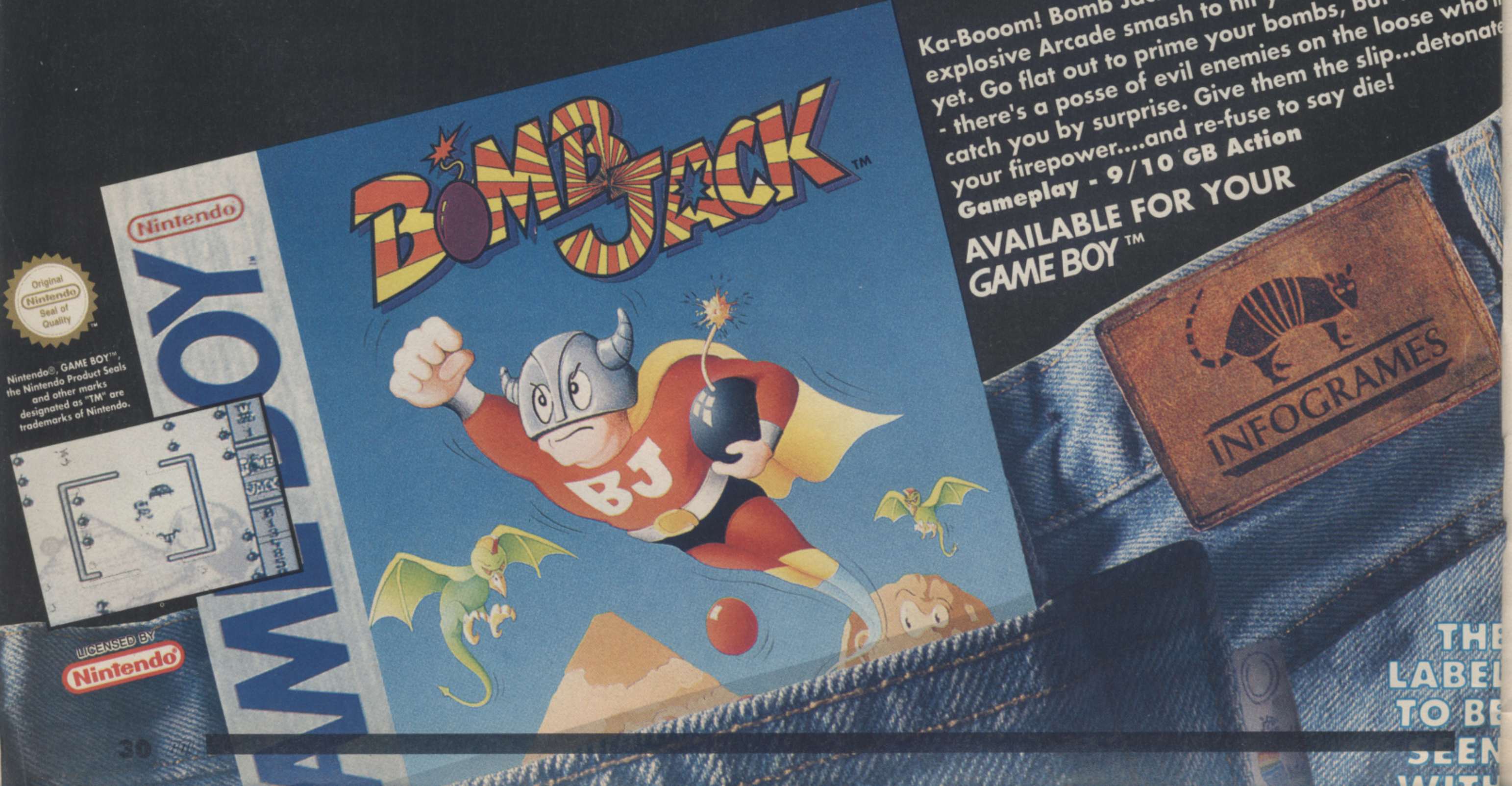
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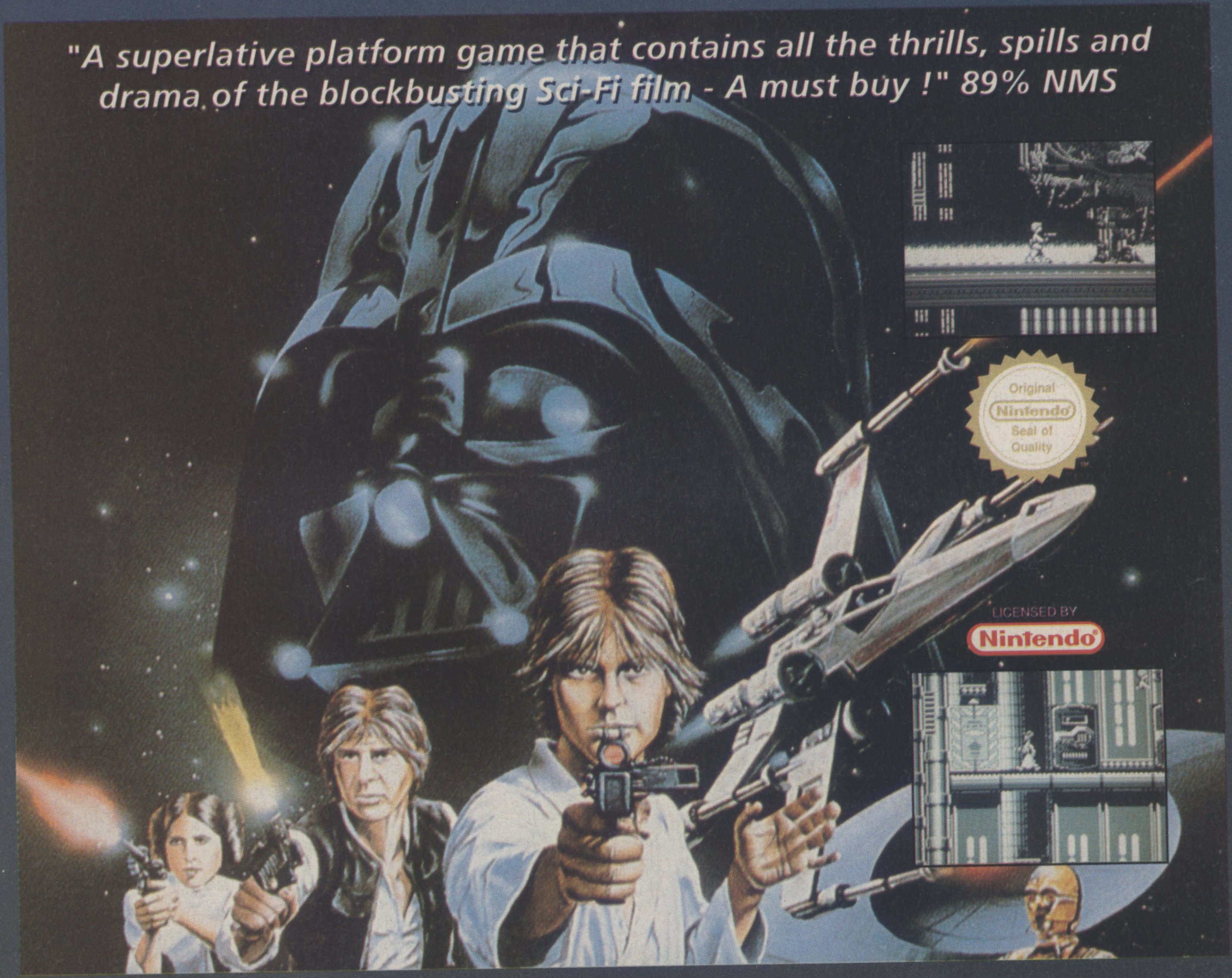
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